

1977-1987 • 10 YEARS • THE CARTOON/FANTASY ORGANIZATION • MAY 1987



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# NEW C/FO BULLETIN

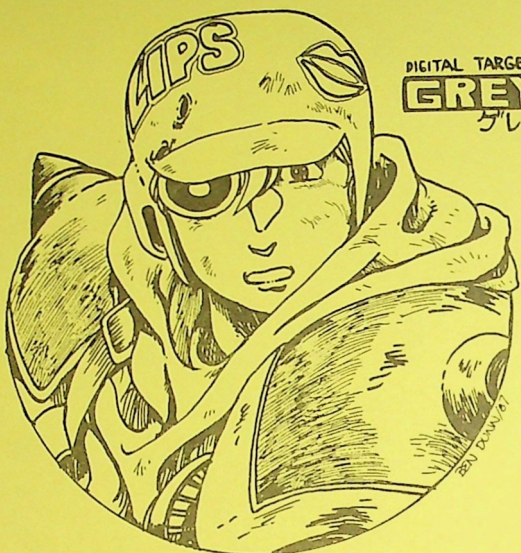
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DIGITAL TARGET  
**GREY**  
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\* Attn: New Membership \*  
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## NEW C/FO BULLETIN STAFF

Editor: Randall S. Stukey  
Submissions Editor: Robert W. Gibson  
Co-ordinating Editor: Bill Spurlock  
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## ANIME MUSINGS

Occasional thoughts from the Editor

Hello fellow C/FO members,

The second issue of the NEW C/FO BULLETIN awaits your reading pleasure. Depending on printing and mailing time, it may be about a month late. Sorry if it is, we try to do better next time. Before you pass this boring stuff on by, please take a look at the publication credits, a few new names are there. Chief among them is Scott Weikert whose dislike of my EXCELLENT dot matrix print (as opposed to POOR dot matrix print) caused him to volunteer to type in articles and such at his office where he can use the office laser printer. The TIME STRANGER article and the Membership Form are the result of his efforts, and I must admit they do look nice. Bill Spurlock has been added as an additional editor, he will be helping to co-ordinate the typing in of articles and may eventually end up as editor of this Bulletin sometime in the future. Welcome aboard, both of you.

Now for the important stuff. Although our Submissions Editor, Robert Gibson, has managed to line up some good articles for this and future issues, he would really LOVE to see some submissions so he could quit begging people for material that we can print. Having a pile of available articles would also make it easier to get issues out on time, we wouldn't have to wait for late articles. To this end, we have written up a NEW C/FO BULLETIN submissions policy. Boy are you all lucky, this takes up the rest of this editorial, so you avoid having to hear me rave about my favorite character, the Kitsune, the one who appears in a few episodes of URUSEI YATSURA. (If you don't know how lucky you are, ask anyone in APA-HASHIN!)

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## SUBMISSIONS POLICY FOR THE NEW C/FO BULLETIN

### GENERAL POLICY:

The NEW C/FO BULLETIN is a fanzine. It is not (and will not try to be) a professional publication. It is edited by fen, written by fen, and illustrated by fen. Fen just like you. So please submit something, we will print the best of what we get! While perfection is definitely NOT required, a reasonable level of competence is expected.



While artwork is always nice, we have quite a bit at this moment and can be quite selective about what we print, but we are in need of ARTICLES!

The editorial staff will try to print articles on series and features that are of most interest to membership, HOWEVER, WE CAN ONLY PRINT WHAT WE GET! If the membership wants to see articles on ZETA GUNDAM, URUSEI YATSURA, and MACROSS, but no one writes any articles on those series, we cannot print them (no matter how many letters of complaint we get). If the only articles we get are on SHURFS, POUND PUPPIES, and THUNDERCATS, then those will get printed, regardless of their relative low popularity among C/FO members! AGAIN, WE CAN ONLY PRINT WHAT GETS SUBMITTED, so if you do not like the articles we print, get off your duff and write something for us!!

#### GENERAL RULES:

1) All submissions (art or articles) should be sent with a SASE (with enough postage) if you desire their return. If no SASE is enclosed, used submissions will be kept on file for possible future use. Mail all submissions for the NEW C/FO BULLETIN to the following address:

Robert Gibson  
Submissions Editor-NB  
4527 Chapel Forest  
San Antonio, TX 78239

2) First consideration for publication of quality submissions will go to C/FO members. However, we can only publish what we get --- if not enough C/FO members contribute, we'll steal from anyone. We're not proud, we're desperate.

3) Be sure your name and address are on the back of all artwork and at the top of each page of an article.

4) We will be happy to consider submissions that have previously appeared in other fanzines or apas!

5) The copyright to all articles and artwork is returned to the author or artist upon publication, however, the C/FO reserves the right to reprint your art or article if the entire issue in which it appears is reprinted and the right to photocopy your work for members requesting copies from the C/FO Archives.

6) Neither the C/FO nor the editors take responsibility for any submissions, for your own protection, please submit photocopies, not your originals!

#### ARTICLES:

1) On major articles (over 10 double-spaced typewritten pages), please inquire BEFORE submission so that the editors can work out format and final length with the author. (We'd like to work with the author instead of having to make radical cuts - and so we can plan when it will be used and who has to type it!)

2) We are looking for informative articles, preferably on current or recent series and short features. Fairly short synopses of movies and OVAs are welcome as well.

3) We prefer shorter articles and synopses as they allow for a greater variety of articles in each issue and therefore a greater chance of having something that pleases most members in each issue.

4) If you want to arrange your own artwork to accompany your article, that's fine with us. Just have your artist follow the rules for artwork submissions below and submit the artwork together with your article.

5) Please identify the source of ALL non-original material used in your article.

6) Although this is a fanzine, not an English assignment, please try to follow the rules of English grammar --- if you do not, the editors will correct your grammar, but since we only know what we think you meant to say, not what you really meant to say, the end result may not be exactly what you meant to say. In particular, remember when you write a synopsis, WRITE IT IN PRESENT TENSE (as if it were happening at the very moment you are writing it down) not in past tense.

7) Please type or NEATLY print your articles. PLEASE double space and try to leave 1 inch margins all around the page, it will make the job of the editor and the

typist much easier.

#### FAN FICTION:

1) Fan Fiction does not seem to be all that popular among C/FO members so we will have to be far more selective here. Fiction based on popular series (among C/FO members) is more likely to be used. Shorter works are more likely to be used than longer ones. From the editors' experiences with the C/FO-SAN ANTONIO NEWSLETTER, we can also say that humorous fiction seems to be more popular and, therefore, is more likely to be used.

2) In general, follow the rules for submitting articles above.

#### ARTWORK:

1) Spot illustrations need to be black and white and reducible (by photocopy - we do not have access to a stat camera). Generally spot illos end up being 3 inches square or smaller, so try to keep your originals under 4.5 inches square --- especially if they contain large patches of black (which do not photocopy well).

2) Please sign your work close to the drawing and large enough to be read after reduction. Place your name AND the name(s) of the character(s) and the name of the series or feature they are from on the back of the illo.

3) DO NOT SEND ORIGINALS, send good, clear photocopies!

4) Front cover art is always solicited by the Editor. Feel free to send samples of your larger works for the Editor's perusal --- they might get you a chance to do the front cover and we do have a limited number of spaces available for larger artwork (the back cover, for example). Samples should follow the same rules as for spot illos, except, of course, for the size.

#### LETTERS TO THE EDITOR:

Letters should be typewritten, concise, and include CONSTRUCTIVE comment. Letters of praise will be read, appreciated, and enjoyed, but will NOT be printed (unless response to the Bulletin Survey indicates that a good number of members actually want to see such letters printed). Letters of disdain will be printed if the points are valid. Rude and overly-sarcastic letters, however, will simply be trashed. Comments deemed offensive to, or unnecessarily harsh on authors, artists, and (especially) translators will likewise be trashed; our authors, artists, and translators are generally amateurs and are not being paid for their work. If you feel that their work is not good enough, you should write, draw, or translate something yourself and submit it, not simply complain because the work of others does not meet your standards --- as I have said many times this is an amateur publication. If you feel that you must correct an error of fact, please do so politely and without belittling the efforts of the original author. If you believe you have discovered a translation error, we will listen to your views and try to work out something mutually satisfactory to both you and the original translator, translation is, after all, an IMPRECISE art. However, all complaints that a given transliteration is wrong will be ignored. We refuse to get involved in such silly arguments as whether the name of one of GUNDAM's major characters should be transliterated as 'Char' or as 'Shah'!

\*\*\*\*\*

Thanks for reading these guidelines (no, we will NOT automatically reject anything that doesn't follow them, but submissions that do not follow these guidelines will be less likely to be printed), now you can go on and enjoy the rest of this issue! But you writers and artists, please don't forget to send us something!

*Randall S. Stucky*

Randall S. Stucky  
Editor



## FEATURED FAN ARTISTS:

Lea Hernandez	Front Cover
Mark Barnard	Back Cover
Roy Bruce	p. 12
Ben Dunn	pp. 2, 7, P2
Dan Kellaway	pp. 17, 18
Pat Munson-Siter	p. 18
Stephen Sandoval	pp. 11, 12
Richard Suzuki	p. 13
Lory White	p. 11

## CHAIRMAN'S REPORT

As I suspected when the Bylaws were written, the C/FO just does not have a lot of "business". Since the last issue of the NEW C/FO BULLETIN, the Board of Directors has approved no new resolutions, so I will not be boring 90% of the membership by listing them herein. The Board does have several topics under consideration at the moment, however.

Only one of these resolutions will have a great deal of effect on the average member, however. In order to reduce the C/FO's postage expenses, a resolution to mail out the NEW C/FO BULLETIN and the club's annual Membership Directory as bulk mail instead of first class mail is currently before the Board. Because of the huge difference between first class rates and bulk rates, mailing these items at the bulk rate would save the club about \$1000.00 a year.

Bulk mailing does have a couple of problems. FIRST, bulk mail is not forwarded (unless you agree to pay the extra postage for forwarding ALL bulk items when you fill out your forwarding request). SECOND, undeliverable bulk mail is NOT returned to the sender, it is simply trashed. This means that club members will have to provide the club with their new addresses at least FOUR WEEKS in advance of its effective date each and every time they move if they are to be sure to get all mailings. If you miss a mailing due to failure to provide such notice, you will probably only be able to receive a copy if you are willing to pay both for the copy (the PO threw out the one you were originally sent) and for the FIRST CLASS postage needed to mail it (at least two hundred copies have to be mailed at once to be eligible for the bulk mailing rate) AND if there are still copies left by the time you realize that you have missed something. This really isn't so terribly bad - most magazines you subscribe to work the same way (second class mail isn't forwarded either).

Several things could be done with the money saved by switching to bulk mail. We could print the Membership Directory twice a year, we could increase the page count in the NEW C/FO BULLETIN, we could publish an annual C/FO fanzine containing fact, art and fiction, or we could publish one special project of some type each year (perhaps a guidebook to a series or a movie script or something like the Baycon books of last year). Since it looks like bulk mail will be approved, at least on a trial basis, Section III of the Bulletin Survey included with this issue gives you your chance to say what you'd like to see done with this "extra" money - please give us your feedback!

Whether or not the bulk mail proposal is approved, please be sure to keep the general C/FO informed of your current address. Remember, it is your responsibility to do so! If you don't tell us immediately, you don't have any right to complain about missing mailings. And when you move, be sure to file a forwarding order with your former post office. If you don't do that, even First Class mail will not be forwarded!

That's all for this issue. If you have any ideas (or complaints), I'd love to hear from you.

All the best!

Randall S. Stukey  
Chairman, C/FO Board of Directors  
4122 Tallulah  
San Antonio, TX 78218-3452  
(512) 655-2678

## VICE-PRESIDENT'S VIEWS

The Welcomittee is off and sailing with four members at present, but we could use more. Anyone wishing to aid the less informed about their favorite anime programs or movies by answering questions about them, please send me a 5 x 8 card or letter with your name, address, and the titles of shows or movies you feel familiar enough with to answer questions about to me as soon as possible. You'll be doing anime fandom and your fellow C/FO members a big favor.

We've got newly formed C/FO chapters in Victoria, British Columbia, in Syracuse, New York, and in Phoenix, Arizona; and several provisional chapters have become full chapters. In addition, C/FO-San Jose and C/FO-Atlanta have voted to join C/FO-San Antonio as participant chapters, although C/FO-Atlanta is still looking for its required 10 members. Any members not already involved in a participant chapter (one which can vote in chapter polls) but wish to be should contact Bill Spurlock of C/FO-Atlanta.

Also, several chapters STILL have not returned their chapter information forms and are in danger of losing their official status (under the C/FO Bylaws) because they have yet to notify the general C/FO of their Chapter Representative and/or any meetings held since January. PLEASE, PLEASE, get in touch with me if there is a possibility of your chapter being dropped from the list of official chapters.

I have been a member of the C/FO for over 2 years now and I've noticed that anime fandom has grown tremendously in just the last two years. The C/FO is now up to about ??? members, there are 35 (!) chapters, and MANY other anime fans who are not members of the C/FO. I know of at least 5 groups planning to subtitle anime movies in the future, which, in turn, will make Japanese animation available to those who wouldn't watch it otherwise. Several American comic book publishers are releasing translated manga as well as American comics greatly influenced by manga. As the Cartoon/Fantasy Organization celebrates the beginning of its second decade of existence, it looks like the impact we have on anime fandom will continue to grow slowly but surely. Recently, the Japanese themselves have noticed the C/FO and American fandom in general (the March issue of ANIMAGE gave us several pages) and hopefully this will lead to closer ties between U.S. and Japanese fandom. Several mail-order companies selling Japanese anime merchandise have sprung up within the last two years and some of the Japanese retail stores have displayed a more open policy towards us recently. If these trends continue, there is no reason why anime fandom in this country should not continue to grow. I only hope it will continue to be "fun" for everyone.

Do survive!!

Robert W. Gibson  
C/FO Vice-President  
6527 Chapel Forest  
San Antonio, TX 78239  
(512) 657-7296



## From the Membership Secretary...

Hi! This will probably be the first time many of you have heard from me - although most of the newer members already have, and the rest of you will get a letter from me SOMETIME in the future for some reason or another.

The main reason you are hearing from me now is this: We are trying to consolidate our participant chapters. What we need for every member to do is to write in to us and let us know which chapter you wish to be your "primary chapter".

Some of you might be saying "Huh?" right now...which is understandable. Ok, break out your spanking brand new copy of the Bylaws, which you should have received with this issue of the Bulletin. Look under Article VI, Section 1.a.1. The quickie explanation of this is that each chapter needs 10 general club members to say "Yeah, (blank) is my primary chapter" to vote in a chapter poll (which works like electoral colleges).

It's not terribly important whether you live in the city of your designated chapter - there are many, many members of the C/FO who reside outside those cities with chapters. Many chapters accept out-of-town members - several members in the above situation are already members of chapters some distance from their homes.

Also, each member can have only ONE primary chapter. You may be a member of several chapters, but only one of these can benefit by your designating them your primary. It might help to find out if your perspective primary chapter already has its 10 members - if so, you might possibly designate one of your other chapters which has less than 10 members as your primary. 100 members designating 1 chapter defeats the purpose, as each chapter gets one vote regardless if it has 10 or 10,000 general members. Spread it around a bit - the more participant chapters, the more even the votes (when necessary) will be.

Be sure to contact your prospective primary chapter FIRST - some chapters do not take members from out of their local area, and/or the chapter in question may already have its necessary 10 members - they may recommend you designate another chapter instead, as that chapter may need your membership more than your first choice does.

So, we need everyone to drop a line in (mail it to the main address c/o Membership Sec'y or directly to me, my address is elsewhere in this issue) and say "(blank) is my primary chapter." Savvy? This info is handy in other ways, too - I'll be using it for the next Membership Directory, also - each member's primary chapter (if any) will be in bold type under his/her entry.

Until next time...

  
Scott

1977  
C/FO  
1987

## ZETA GUNDAM EPISODE SUMMARY

By Ed Connell  
reprinted from C/FOOD Platter

**BACKGROUND:** It is the future and man has followed a normal progression into space. Technology has advanced rapidly as man moves into space. As man expanded outward from the Earth, huge colonies were built in space, either from asteroids or in huge rotating cylinders (O'Neil configuration) called SIDES. In the year 0079 (Universal Calendar), the military forces governing Side 3 declare their independence from the Earth's Federation government and so begins the "One Year War". As the war progressed, anthropomorphized battle armor was developed and used for the first time by both sides. Well adapted for use in outer space, the "Mobile Suit" was soon adopted by both sides as the accepted vehicle of space combat, and soon both sides were busy improving and specializing new designs. The most advanced of these suits is the Gundam Class Mobile Suit developed by the Federation. Not only was technology advancing, humanity was evolving, a new strain of humans was emerging. These "New Types" possess psychic abilities (mostly precognitive and telepathic) and an affinity for operating machinery, especially Mobile Suits. Their powers drastically increase in the presence of other New Types and these powers seem to be heightened even more in combat. The One-Year War ends with a decisive battle between the strongest of the New Types --- Amuro Rei of the Federation in mobile suit Gundam and Char Aznable, the most powerful of the Jion. The Federation wins (although both sides have suffered heavy losses), for the good of the people. Or is it... (the original Gundam series)

**NOW:** The year is 0087. Seven years have passed since the One Year War and the solar system is once again in turmoil.. The Federation still controls the worlds, but it has grown increasingly oppressive. Resistance of any type is not tolerated and is quickly removed. But the rebellion still lives within the AEUG.

[Continuing from where we left off last issue-RSS]

### EPISODE 11: "Plunge into the Atmosphere"

After initial planning, the crew of the **ANGAMA** works steadily ahead on the preparations for the Jaburo Landing Operation. Former White Base Captain, Bright Noah, is appointed to the office of Captain of the **ANGAMA**. The invasion operation begins, with the **ANGAMA** as the flagship, with the Mobile Suits taking off one by one. The pilot who returned from Jupiter, Paputimas Shirokkan, leads a surprise attack against the invasion force. Emma turns back to confront the surprise attack. The increased mobile nature of the Gundam MK II with the flying armor rigging helps Emma's Rick Dias to drive away the surprise assault force. Skirokkan dislikes the pull of Earth's gravity and its influence on the space battle, so he pulls out. The Alexandria had also launched another Mobile Suit squad that is better prepared to handle the battle in that region of space. Because of the loss of the right arm of Emma's Rick Dias, she has to abandon the re-entry and reboards the **ANGAMA** while watching AEUG's Mobile Suits descend into the atmosphere. One by one, the re-entry protection chutes open to protect the falling Mobile Suits. Kakurikon in his Marasai Mobile Suit continues to pursue the Mark II with its flying armor, but is interrupted by the automatic deployment of the chute. Due to the deflection caused by the flying armor, Kakurikon's chute is damaged. It rips away and he falls to a fiery death.



#### EPISODE 12: "Winds of Jaburo"

As the AEUG Mobile Suit unit completes the landing of Jaburo, they begin the raid. The Federation army ambushes the AEUG unit, and soon thereafter the Titans join in. But during this battle, chaos is the order of the day. Because the people still at Jaburo feel that they have been betrayed by the Federation army, it is only a short time before the base comes under the control of the AEUG. Because of the war potential of the base, the Federation had transferred all of the base's major equipment away before the invasion took place. Furthermore, the AEUG learns, from a captured Federation army officer, that an underground time-bomb had been activated at the core of Jaburo when all of the confusion started. While the time remaining until the explosion slowly ticks away, Camille defeats Gerold's Marasai. After the battle, Camille, using Newtype perception, rescues Rekoa and Kai. All of the people who were left at Jaburo are crowded aboard a large transport plane, named Garunda, in order to escape from Jaburo before the rapidly approaching detonation time. The Garunda takes off while the battle continues on the ground in an attempt to prevent the escape. Shortly after take-off, a large mushroom cloud rises where Jaburo once was. As the transport flies on, it is soon joined by another plane piloted by Hyatt Kobayashi, the former Guntank pilot.

#### EPISODE 13: "Shuttle Launch"

Far to the north of Jaburo --- specifically Cheyenne, Wyoming --- Amuro Rei is under house arrest at a great mansion. He receives a visit from some former White Base crew and friends, Frau, Katsu, Retsu, and Kikka. They have stopped to visit while flying to Japan. Katsu feels contempt for Amuro because of Amuro's insistence on not participating in space operations. Meanwhile, at Kennedy Space Center, Quatro/Char and Hyatt begin preparations for transporting crew and equipment on their return trip to the AHGAMA. Kai, before leaving for his space shuttle, leaves a note for Hyatt, informing him that he is sure that Quatro is really Char. In order to determine the truth, Hyatt confronts Quatro/Char with the note. Quatro/Char denies this and when Camille confronts him, Quatro/Char proclaims, "I am now Quatro". As arrangements for the shuttle launches continue, Apori is assigned as Captain of a shuttle. Just before launch, Buran, a Federation army officer, piloting the variable Mobile Armoredship Asshimar, surprise-attacks the space center, destroying one shuttle. Camille and Quatro/Char launch against the ambush. During the battle, Robert's Rick Dias is destroyed. The Asshimar breaks off its attack when the last shuttle is launched.

#### EPISODE 14: "Amuro Again"

In spite of being under supervision, Amuro goes to the airport where he and Katsu escape by taking over a transport plane, intending to join Hyatt aboard the AUDOMURA. As this is happening, the AUDOMURA is attacked by Rozania Badam in her variable Mobile Armor Gaplant. Camille becomes distressed because of the battle with the Gaplant. The Gaplant is powerful and dangerous and only with Quatro/Char's backing are they able to repulse the attack. Because of this, Camille is given some free time to relax, but shortly thereafter, Buran, in the Asshimar attacks the AUDOMURA again. The Mark II and Hyaku Shiki retaliate. While, on the bridge of the AUDOMURA, they watch to see if the Asshimar gets through the battle. The battle ends with Amuro repulsing the Asshimar with the transport plane he is flying. Camille, with the hand of his Mark II, picks up Amuro who then meets his former enemy, Quatro/Char.

#### EPISODE 15: "Katsu into Battle"

Amuro and Katsu link up with the AUDOMURA. Amuro's life

on Earth has removed much of his fighting spirit. This weakness of Amuro's serves only to anger Katsu. Another organization in league with AEUG, Karaba, sends a liaison to the AUDOMURA. Her name is Veltorchika Elma. She brings information with her which says there is a possibility of returning three Mobile Suits back to the AHGAMA. Rozania returns to raid the AUDOMURA again. Katsu, without authorization, goes into the battle in the Mark II. Amuro is disturbed by his inability to go out and rescue Katsu. This causes feelings to return to the surface, the beginning of the return of his fighting spirit. Camille and Quatro/Char attack the Gaplant. Katsu redeems himself for causing the crisis and helps to defeat the Gaplant with a surge of Newtype ability. Because of the battle results, Hyatt accepts the change in Katsu. The episode ends with the AUDOMURA changing course towards the Karaba's base.

#### EPISODE 16: "White Guilt Removed"

The AUDOMURA is in flight to Hickory, the main base of Karaba. On the way there, the plane will drop off Camille and Quatro/Char, as well as Katsu, to be launched into space aboard a transport shuttle. While on the way, Veltorchika talks to Amuro, trying to bring back his fighting spirit. Amuro has been given a Rick Dias to pilot. Quatro/Char also talks to Amuro about their battle in which Lahal died (see Gundam III). Amuro should feel no guilt about her death because they were both fighting for what seemed right to them and she sacrificed herself to keep them from killing each other. The Karaba member Norman is informed that the AUDOMURA is near. THE AHGAMA is signaled to come close to pick up the shuttle. Veltorchika flies her plane to direct Quatro/Char and Camille to the launch site so that the Titans don't attack it when the shuttle is launched. At the same time, Braun, aboard the Asshimar, leads a mobile suit squad in an attack on the AUDOMURA. With the Mark II and Hyaku Shiki safe, Amuro changes his attitude as the situation around him changes. With the battle beginning, Camille takes off to enter in the fight. Amuro gives Katsu a gun to make sure that Quatro/Char is aboard the shuttle when it launches. Camille in the Mark II enters the battle in a backup role, acting as a relief against the vicious attack of the Asshimar. The shuttle safely lifts-off and Camille must remain on Earth for a while longer. The battle ends with Amuro and Camille teaming up to destroy the Asshimar.

#### EPISODE 17: "HONG KONG CITY"

With the piloting skills of Amuro returned, the plan is to attack the Titan's base on New Guinea to capture a shuttle to return Camille to space. But to do this, a new weapon is needed. Hyatt, with an introduction by Kai, is going to contact the Luio Company. With this in mind, the AUDOMURA is directed towards New Hong Kong. The SUDORI continues to follow the AUDOMURA, under the command of Ben Uddar. Psycho Gundam hooks up to the SUDORI and Fou Murasame and Namikar Cornell place themselves under the command of Ben Uddar. After arriving at New Hong Kong, Amuro and Veltorchika head to the Luio Corporation. While there, Amuro recognizes former White Base pilot Mirai. Mirai is waiting with her children to try and get aboard a shuttle to go to a space colony. Amuro goes to the counter to attempt to speed-up her departure when he is attacked by one of Luio's bodyguards. As the fight continues, Veltorchika takes Mirai and her children to the AUDOMURA. Amuro's actions cause Luio's daughter, Stephanie Luio, to notice him. As Mirai and Veltorchika escape, an enormous Mobile Armor suit descends on Hong Kong; Fou Murasame, from the Murasame Psychic Institute, pilots Psycho-Gundam. Camille launches in the Mark II to ambush attack the new Mobile Armor. Psycho-Gundam's attack is powered and controlled by psychic energy and this surge of energy is immediately noticed by Mirai, Amuro, and Camille. The battle is ended by Camille launching a powerful, psychic, Newtype attack against Fou which destroys her concentration. Amuro receives from the Luio company the



weapon supplies needed for the raid on New Guinea, and this encourages Camille that he will soon return to space.

#### EPISODE 18: "Mirai Captured"

Fou leaves the Sudori to go find the person that so deeply touched her mind. Amuro visits Mirai aboard the Rorlaru Oriental, a cruise ship that will take Mirai away from Hong Kong to a safer place. Karaba is attempting to find a way to get Mirai back into space where she will be safe from attack because her husband, Bright Noah, is associated with AEUG. As Camille waits for Amuro, he is noticed by Fou. Amuro and Veltorchika go for a walk and send Camille away. Fou recognizes Amuro's name when Camille yells it and hitches a ride with Camille to try to get more information. She wants to find out who pilots the Gundam Mark II. Fou and Camille drive around town while, at the same time, Mirai and her children are kidnapped by the Federation army. The Federation army demands the surrender of the AUDOMURA. Amuro trades himself for the release of Mirai, but they are stopped from leaving by a marine Hizack. Camille devises a quick plan and takes the Gundam Mark II underwater to effect a rescue. A battle erupts, allowing Amuro to escape and the AUDOMURA to get free.

#### EPISODE 19: "Cinderella Fou"

The mayor of Hong Kong becomes increasingly apprehensive about the conflict between AEUG and the Titans, which prompts Karaba to order the departure of the AUDOMURA. With the preparations for departure underway, Camille sneaks out to look for Fou. Fou comes into contact with a Federation army sergeant, who is assigned to watch over her while she is in town, who gives her a homing transmitter. Fou and Camille find each other and both realize what they feel toward the other. While they talk, Fou tells Camille that, at the institute, she was the number four person. She doesn't know what her proper name is, just that she is Number Four, or Fou. Ben Uddar takes the Psycho-Gundam to attack the town. He has trouble controlling it because he does not have the mind control. Amuro responds to the attack but has trouble just because of the sheer power he is up against. Fou feels the use of Psycho-Gundam and takes psychic control of it. When the attack on New Hong Kong started, Fou realized that Camille was the pilot of Mark II. While Fou regains control of Psycho-Gundam, Amuro picks up Camille. Camille tells Amuro to stay away and takes off in the Mark II to enter the battle. Camille and Fou talk during the battle, in person and through their psychic connection. It takes a living person to operate Psycho-Gundam properly and Fou is confused because she is regaining part of her memory. She feels a connection to space, which she rejects. The urge to go to space causes the return of part of her memory. Through all of her confusion she again attacks with twice the previous intensity. Amuro takes Camille away to prevent him from being killed. Psycho-Gundam retreats and the battle is quickly ended. The AUDOMURA leaves New Hong Kong City to prevent any more attacks on the city.

#### EPISODE 20 "Escape's Scorching Heat"

The AUDOMURA continues on towards the New Guinea base. Camille sulks after his loss of Fou, refusing to get out of bed. Amuro understands his feelings but at the same time hasn't come to terms with his feelings about Char. The Sudori continues in pursuit with Uddar ordering Fou to make another attack upon AUDOMURA. Hyatt gets information from New Hong Kong that the AHGAMA will soon be in range for another shuttle pick-up. At the same time, the AUDOMURA is attacked by Psycho-Gundam and several Hizacks. Amuro launches in Rick Dias and Camille also responds to the alarm. Fou is determined to make up for the launching of several Nemos in defense with one being destroyed by Psycho-Gundam to deflect a blast. This upsets Fou who pursues Amuro. Camille enters the battle as Fou captures

Amuro. Only a sudden surge of her memory prevents Amuro from being destroyed and allows him to escape. The battle continues over the north Pacific with Amuro and Camille defeating the rest of Fou's squad. Fou doesn't know what is happening to her. Uddar commands all but essential personal to leave the Sudori. Camille again faces Fou. She tries to persuade him not to return to space. He tells her about his mother and why he must return to fight the Titans. The affection she feels for Camille makes her determined to help him return to space. To achieve this, she rams the Sudori with Psycho-Gundam. The SUDORI attempts to ram the AUDOMURA. Fou places a rocket booster outside the SUDORI for Amuro and Camille to obtain. Fou is shot but she contacts Camille to tell him of the booster psychically. Amuro convinces Camille to take this chance to return to space, otherwise her sacrifice would be worthless. As Camille prepares the booster, Amuro flies into the side of the SUDORI and his flying sled crashes into other rocket boosters. The explosions cast Amuro away from the SUDORI and Camille launches into space just before the SUDORI is destroyed. Camille returns to the AHGAMA with his thoughts of Fou. Bright welcomes Camille aboard and finds out that Fa is with Quattro/Char.

[Next issue will see episodes 21-30. Be sure to see the mecha and character pages reprinted directly from the C/FOOD PLATTER on the following pages.---RSS]





## 1) CAMILLE BIDAN (A.E.U.G.)

GUNDAM MARK II PILOT. After the Jaburo invasion, he along with Char remained behind on Earth.



## 2) CHAR AZUNABLE (A.E.U.G.)

A.E.U.G.'s representative mobile suit pilot. He is going under the assumed name Quattro Bajina.

## 3) AMURO REI (KARABA)

Former Earth Federation Army Captain. An ace pilot from the Great War. Together with KATSU, linked-up with the AUDOMURA.



## 4) VELTORCHIKA ELMA (KARABA)

The guide to Karaba's base "Hickory", and also the liaison-in-charge.

## 5) FOU MURASEME, ENSIGN (TITANS)

Developed by the Federation Army because of her strong psychic abilities. The Psycho Gundam pilot.

## 6) KATSU KOBAYASHI

Hiatt's adopted son. Joins A.E.U.G. after coming to the Audomura.

## 7) HIATT KOBAYASHI (KARABA)

Former superintendant of the war museum. Commander of the Audomura.



## 8) MIRAI NOA

Wife of Bright Noa. Escaped from JABURO and arrived later in Hong Kong.

## 9) HASAUMWAY AND CHUMIN

The children of Bright and Mirai Noa.

## 10) STEPHANIE LUIO

Collaborator with KARABA.

10



11



12



## 11) BURAN BURTARK, MAJOR (FEDERATION ARMY)

Commander of SUDORY. ASSHIMAR pilot.

## 12) BEN UDDAR (FEDERATION ARMY)

Aide de-camp to BURUTARK and a future commander in training.

## 13) NAMIKA CORNELL

Director of MURASAME RESEARCH INSTITUTE and Fou's instructor.

## 14) BRIGHT NOA, LIEUTENANT COLONEL (A.E.U.G.)

Commander of the AHGAMA.

13



14



15



## 15) NORMAN (KARABA)

One of the Hickory's KARABA members.



16



16) SARGENT (FEDERATION ARMY)

Fou's public censor (critic) in Hong Kong City.

17



17) LUDO COMPANY BODY GUARDS

Attacks Amuro when he becomes noisy at the company information desk.

## ZETA-GUNDAM, EPISODES 16-20 MECHA

1) RX-178 GUNDAM MARK II

First A.E.U.G. production model mobile suit in A.E.U.G.'s possession. The pilot is Camille Bidan.

2) MSN-100 HYAKU SHIKI

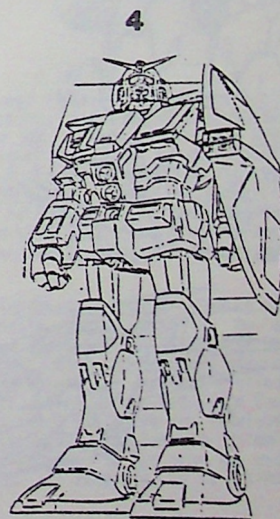
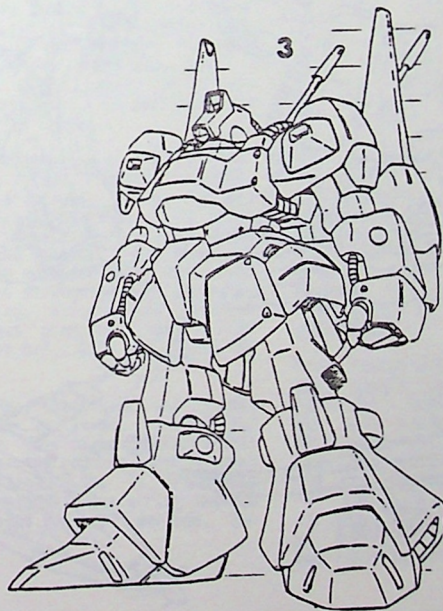
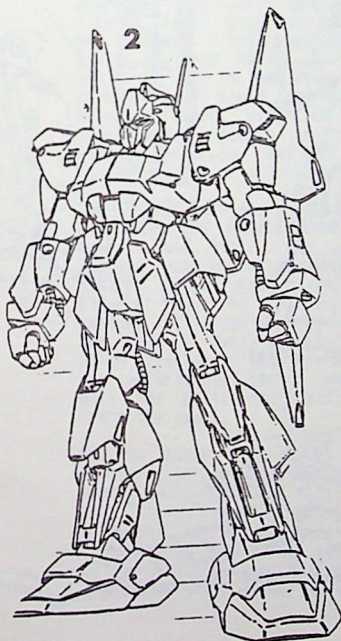
A.E.U.G.'s new model mobil suit. Its pilot is Quatro Bajina.

3) RMS-099 RICK DIAS

A.E.U.G.'s assault model mobile suit. The current pilot is Amuro Rei.

4) MRX-009 PSYCHO GUNDAM

A mobile suit for a psychically strong person. The pilot is Second Lieutenant Fou Murasame.





5) NRX-044 ASSHIMAR

An in atmosphere flying mobile armour. Pilot is Colonel  
Buran Burtark.

6) RMS-106 HIZACK

Federation army mass produced mobile suit.

7) MS-06M MARINE HIZACK

Federation army underwater mobile suit

8) MSA-003 NEMO

A.E.U.G.'s ambush attack mobile suit.

9) AUTOMURA (orange)

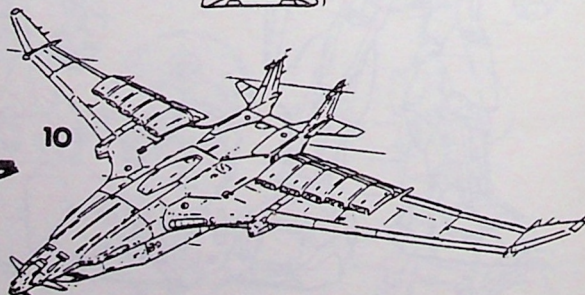
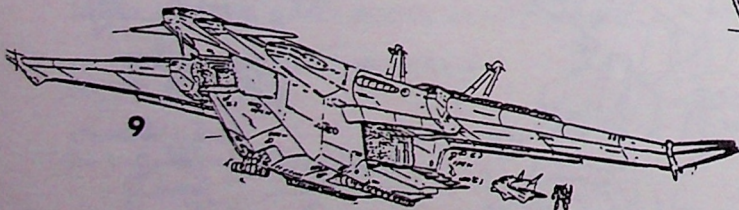
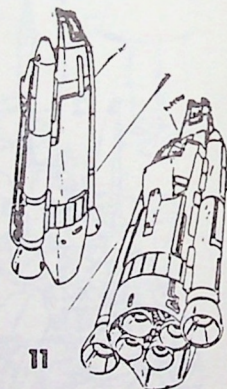
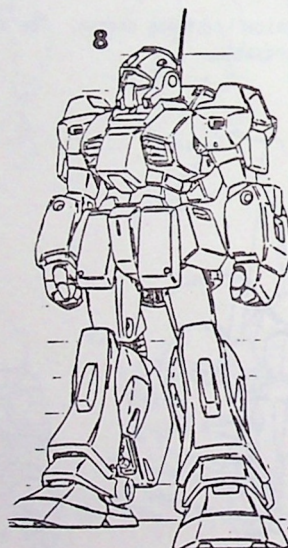
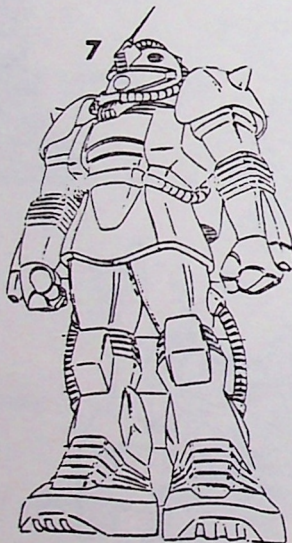
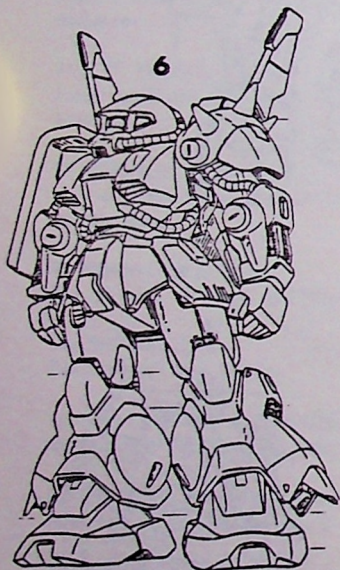
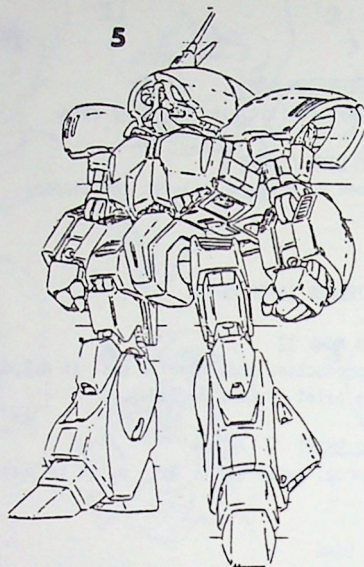
Garuda Model enormous transport plane used by Karaba.

10) SUDORI (green)

Another style Garuda model enormous transport plane used by  
the Federation army.

11) SHUTTLE BOOSTER

Shuttle booster engine with the possibility of control by a  
mobile suit.





## OUT OF THE TIME VAULT:



### CATSEYE

by Robert W. Gibson

Illus by Stephen Sandoval and Lory White

Across from the Inunari Police Station is a coffee shop called the Catseye Diner. It is run by the three Kisugi sisters, Rui, Hitomi, and Ai, whose father disappeared years earlier, his art treasures vanishing with him. But just as strangely, this art collection starts reappearing in private and public collections all over the world. Then they start disappearing again, but this time there is no mystery surrounding what happened to them; they are being stolen by a gang of brash thieves who leave a calling card at the scene of their thefts, a card which makes the Cat's Eye gang one of the best-known bunch of thieves in the world.

Young Toshio Utsumi is the poor policeman assigned to guard the very treasures that the Cat's Eye gang covets. His childhood sweetheart, Hitomi Kisugi, would like him to give up his job and the frustration which surfaces everytime the Cat's Eye gang strikes, making Toshio look like a fool. But young Hitomi has an ulterior motive for her concern. You see, she and her sisters ARE the Cat's Eye gang, and though she loves Toshio dearly, she knows she owes it to her father to recover his treasures and, perhaps they might somehow lead the sisters to their missing father. With each theft, she thinks about what is happening to Toshio and what might happen if he ever learns the truth. And with every theft, the policeman and his associates do get closer to the truth...

The CATSEYE series, a sort of combination IT TAKES A THIEF and CHARLIE'S ANGELS, combines action, romance, intrigue, comedy, and music into a lightweight, slick, curious formula when oftentimes strays into absurdity as the three sisters stage grander thefts and think up new (and more bizarre) ways of thwarting the police. All three are masters of disguise (show me an animated thief who isn't) and have a vast assortment of strange gadgets and props which regularly blow-up, mislead, confound, and frustrate the unfortunate Toshio who has promised Hitomi he will quit the police force and marry her...WHEN he catches the Cat's Eye gang!

Of the three sisters, it is Rui, the eldest, who is most involved in the planning; she is quiet, reserved, but always watching the situation developing between Hitomi and Toshio, ready to act to see the romance never becomes a threat to their overall plans. She is the stable element and very seldom gets emotional, preferring instead to guide Hitomi and Ai through the difficult periods. She alone knew their father well.



CAT'S EYE

Rui



Hitomi is the heart of Cat's Eye, she takes most of the risks. She is very athletic and, in her hands, the gang's calling card can become a dangerous weapon. But for all her toughness, Hitomi is very fragile emotionally, and her genuine love for Toshio almost causes her to give up her larcenous ways several times throughout the series. Only her respect for her sister's wishes and duty to her father's memory keeps her from settling down with Toshio, despite her occasional worries that she is not worthy of his love because of her deeds.



CAT'S EYE

Hitomi



Ai, the youngest of the Kisugi sisters, is the spirit of the gang. Still in high school, her youthful enthusiasm and adolescent crushes tend to get her in trouble and compromise the gang on several occasions, but her spunk and mechanical aptitude are invaluable assets. She is the most emotional of the sisters and loves her father's memory the most, despite the fact that she is too young to remember his face. Her two sisters try and dissuade her from going on the more dangerous jobs, but are seldom successful.

Poor Toshio Utsumi is the unfortunate scapegoat of most of the gang's heists. He didn't always wish to be a policeman, but when he joined the force, he decided to be the best policeman he could be. Although he seems stupid at times, he really is quite bright; he just has a blind spot (possibly psychological) where Hitomi and Cat's Eye are concerned. His plans to catch Cat's Eye are flawless --- almost; he is just plain unlucky. His love for Hitomi is genuine, however, and he proposes to her near the end of the first season. In almost all respects, he is a kind and likeable fellow.



CATSEYE, produced by TMS, ran on TV from 1983-1984 in Japan and was very popular, and is based on the equally popular manga by Tsukasa Hojo. It has two BGMs, a synthesizer record, and tons and tons of merchandise relating to it, ranging from figure models to girl's beauty kits. The manga was Hojo's first professional work and had an impressive run, 18 manga collection volumes. His current work, CITY HUNTER, is also very popular and is currently running in SHONEN JUMP (see the article on CITY HUNTER elsewhere in this issue). The CATSEYE TV series had two seasons and 73 total episodes.

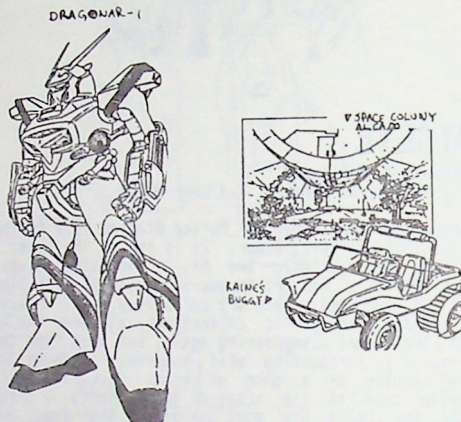


## NEW ANIME SPOTLIGHT

[This column is meant to keep our membership abreast of the new anime being broadcast in Japan. We hope to keep the information as current as we can, but we need the help of the C/FO members out there who can translate from the anime magazines, or else this column is doomed. For example, both of the pieces which follow came from contributors who ARE NOT C/FO members. In the future, we hope we can count on those of you C/FO members who can contribute to do so.---RWG]

### METAL ARMOR DRAGONAR

by Henry Jerng, translated from the March issue of NEWTYPE magazine.



In the year 2087, Earth is consumed by the flames of chaos and turmoil. The United Empire of Giganosu, after establishing a military reign on the moon, declares war on the Earth Federation. Possessing scientific knowledge beyond that of Earth's forces, the Giganosian Empire manages to place approximately 70% of Earth under its subjugation.

Earth's freedom forces manage to steal the Giganosian's new secret battle armor, the DRAGONAR, and manage to carry them away to the neutral space colony of Arucard. On board the colony, three pilots-in-training, Ken Wakaba, Topp Oseano, and Light Newman stumble across the dying form of an Earth spy who gives them the secret registration disks used to operate the DRAGONAR units, just as the Giganosian forces invade the colony. The trio stumble upon the DRAGONARs and, using the disks, register themselves as the pilots; and manage to fight off the opposing Giganosian mecha. Using the awesome weapon, the Mass Driver, which they have based on the moon, the Giganosian Empire destroys the Arucard, leaving the three would-be heroes adrift in space...

### The characters---

**KEN WAKABA** --- A 16-year old pilot and the hero of the series, he commands DRAGONAR-1.

**TOPP OSEANO** --- A black friend of Ken's, he is actually world-wise though he doesn't show it much. He commands DRAGONAR-2.

**LIGHT NEWMAN** --- Born in England, Light is 17 years old and is cool, composed, and more mature than his two friends. He commands DRAGONAR-3.

**MAIYO PLART** --- A very efficient pilot in the Giganosian forces, he pilots his own personal mecha, the Falgen, and



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ANIME INTERESTS: Macross-Dirty Pair-Z Gundam-Megazone 23-Lupin III-Mospeada		ANIME INTERESTS: Mospeada-Macross-Southern Cross-Yamato-Gatchaman	
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ANIME INTERESTS: Orguss-Hokuto no Ken-Catseye-Dr. Slump-Dunbine-SPT Layzner		ANIME INTERESTS: Catseye-Macross-Robotech-Gundam	
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1853 Robin Ln., Concord, CA 94520	EXPIRES: 5803	415 N. Tumpike, Santa Barbara, CA 93111	EXPIRES: 5802
ANIME INTERESTS: Harlock-Lupin III-Macross-Megazone 23-Galaxy Express-Thunderbirds		ANIME INTERESTS: Catseye-Macross-Robotech-Megazone 23	
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1736 Olive Ave., Santa Barbara, CA 93101	EXPIRES: 5802	4423 N. Lawndale Ave., Chicago, IL 60625	EXPIRES: 5804
ANIME INTERESTS: Orguss-Urusei Yatsura-Laputa		ANIME INTERESTS: Gundam-Lupin III-Votoms-Orguss-Macross-L Gaim-Matsumoto series	
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ANIME INTERESTS: Robotech/originals-Megazone 23-Yamato-Galaxy Express-Phoenix 272		ANIME INTERESTS: Macross-Mospeada-Southern Cross-Robotech-Star Blazers-Yamato	
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ANIME INTERESTS: Robotech-Orguss-Macross-Birth-Urusei Yatsura-Dirty Pair		ANIME INTERESTS: Robotech-Speed Racer-Kimba	
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ANIME INTERESTS: Macross-Galaxy Express-Queen Millennia-Orguss-All giant robot series		ANIME INTERESTS: Macross-Orguss-Nausicaa-Dirty Pair-Dunbine-L Gaim	
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9846 Camino Bolsa, San Diego, CA 92129	EXPIRES: 5803	1200 Punta Gorda #34, Santa Barbara, CA 93103	EXPIRES: 5802
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ANIME INTERESTS: Z/Z Gundam-Macross-Orguss		ANIME INTERESTS: Dragonball-Macross-Gundam-Harlock/SSX-Urusei Yatsura-Dirty Pair	
Cole, Steve (Gamer)	(503) 775-2051	Mendez, Edward (Artist-Modeler-Collector)	(715) 277-4406
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ANIME INTERESTS: Amon Saga-Nausicaa-Hokuto no Ken-Dirty Pair-Dragonball-Votoms		ANIME INTERESTS: Galaxy Express 999-Macross-Megazone 23-Z Gundam-ZZ Gundam	
Collura, Andrew (Modeler)	UNLISTED	Moissant, Helen (Collector)	(415) 356-6375
46 Virgil Ave., Buffalo, NY 14216	EXPIRES: 5802	582 33rd Ave., San Francisco, CA 94121	EXPIRES: 5802
ANIME INTERESTS: Astro Boy-Maha Go Go Go-Prince Planet-Mospeada-Macross-Sith Man		ANIME INTERESTS: Macross-Mospeada-Southern Cross-Robotech-Vampire Hunter "D"	
Conder, Nicholas (Modeler-Gamer)	(604) 355-5569	Morey, Marilyn (Artist)	(xxx) xxx-xxxx
3141 Blackwood St., Victoria, BC V8X 1C6 CANADA	EXPIRES: 5803	?	EXPIRES: 5803
ANIME INTERESTS: Daimos-Be Forever Yamato-Danguard Ace-Iczer I-Macross-Lupin III		ANIME INTERESTS: -	
Duffy, Scott	(415) 792-8130	Nathan, Steve	EXPIRES: 5805
4528 Virio Common, Fremont, CA 94536	EXPIRES: 5803	3201 Folsom Blvd., Sacramento, CA 95816	EXPIRES: 5805
ANIME INTERESTS: Project "A" Ko-Iczer I-Dirty Pair-Gall Force-Macross-Megazone 23		ANIME INTERESTS: Dirty Pair-Gundam-Special video	
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4551 Ariane Way, San Diego, CA 92117	EXPIRES: 5803	1311 Powell St., San Francisco, CA 94133	EXPIRES: 5802
ANIME INTERESTS: Lupin III-Dirty Pair-Mospeada-Area 55-Macross-Southern Cross		ANIME INTERESTS: -	
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215 E. Valencia Apt. 1, Burbank, CA 91502	EXPIRES: 5803	612 W. Terrace, Villa Park, IL 60131	EXPIRES: 5801
ANIME INTERESTS: Urusei Yatsura-Votoms-Dunbine-Orguss-Gundam-Catseye		ANIME INTERESTS: Macross-Megazone 23-Gundam-Shogun Warriors-Crusher Joe-Orguss	
Gardner, Alistair (Artist-Gamer)	UNKNOWN	Perrell, Dave	UNLISTED
5960 Via Real #1, Carpinteria, CA 93013-2828	EXPIRES: 5803	5766 Shaw Cyn. Rd., Goleta, CA 93117	EXPIRES: 5802
ANIME INTERESTS: Robotech-Urusei Yatsura-Supergal-Orguss-Harlock		ANIME INTERESTS: Megazone 23-Vampire Hunter "D"-Macross-Urusei Yatsura-Robotech	
Gardner, Joe (Modeler-Photographer-Gamer)	(713) 527-4936	Pimlott, Lance (Modeler-Gamer)	(604) 382-4767
2319 SW 44th, Houston, TX 77030	EXPIRES: 5802	3080 Donald St., Victoria, BC V8A 1Y2 CANADA	EXPIRES: 5803
ANIME INTERESTS: Nausicaa-Iczer I-Megazone 23-Harlock-Angel's Egg-Comides		ANIME INTERESTS: Robotech-Speed Racer-Star Blazers-Orguss-Gundam	



Read, Michael (Writer-Artist)  
1144 Athens Ave., Placentia, CA 92670  
ANIME INTERESTS: -

(714) 524-7933  
EXPIRES: \$503

Reynolds, Douglas (Writer-Artist)  
4317 West 49th St., Cleveland, OH 44144  
ANIME INTERESTS: Robotech-Marine Boy-Astro Boy-Battle of the Planets-Speed Racer

UNLISTED  
EXPIRES: \$505

Robbins, Robby L. (Writer-Artist-Photographer-Modeler-Gamer)  
3201 Folsom Blvd., Sacramento, CA 95816  
ANIME INTERESTS: Z Gundam-ZZ Gundam-Votoms-Dirty Pair-Gallant-Cobra

(916) 453-0650  
EXPIRES: \$505

Ruffa, Gregory (Artist)  
10350 Maya Linda Road #C-303, San Diego, CA 92126  
ANIME INTERESTS: Teisuwon Atom-Urusei Yatsura-Lupin III

(619) 695-8647  
EXPIRES: \$507

Scott, Martin (Writer-Artist-Modeler-Gamer)  
313 #D Noringate Dr., Goleta, CA 93117  
ANIME INTERESTS: -

(805) 965-2595  
EXPIRES: \$503

Sewell, Keith (Artist-Translator)  
510 Randolph St., Camden, NJ 08105  
ANIME INTERESTS: Yamato-Macross-Space Cobra-Mospeada-Gatchaman-Sith Man

UNLISTED  
EXPIRES: \$502

Silverton, Carol A.  
P.O. Box 27903, New Orleans, LA 70159-0903  
ANIME INTERESTS: Starblazers-Yamato-Johnny Quest-Harlock-Robotech-Warner Bros.

(504) 241-5461  
EXPIRES: \$503

Simon, Carl (Artist-Modeler)  
10990 Wellworth Ave. #305, Los Angeles, CA 90024  
ANIME INTERESTS: -

NO PHONE  
EXPIRES: \$502

Smuder, Gordon (Artist-Modeler-Gamer-Toy collector)  
421 Penn Ave. North, Minneapolis, MN 55405  
ANIME INTERESTS: Macross-Z/ZZ Gundam-Yamato-Lensman-Warriors of the Wind-Harlock

(612) 377-4350  
EXPIRES: \$502

Snow, Joseph G.  
2750 Joseph Ave. #16, Campbell, CA 95005  
ANIME INTERESTS: -

(408) 559-6118  
EXPIRES: \$501

Somers, Geoff (Writer-Modeler-Gamer)  
10242 Stanford #2, Garden Grove, CA 92640  
ANIME INTERESTS: Gundam-Xabungle-Lupin III-Nausicaa-Dunbine-Wingman

(714) 635-1902  
EXPIRES: \$503

Soltero, Frank (Modeler-Gamer)  
2425 Chiquita Ln., Thousand Oaks, CA 91362  
ANIME INTERESTS: Macross-Megazone Z3-Area 88-Mospeada-Z Gundam-Project "A" Ko

(805) 496-0202  
EXPIRES: \$503

Starr, Dale (Modeler-Gamer)  
3940 Telegraph Bay Rd., Victoria, BC V8N 4H1 CANADA  
ANIME INTERESTS: Yamato movies-Macross-Orguss

(604) 477-7580  
EXPIRES: \$503

Suzuki, Richard (Modeler-Gamer)  
13136 Regan Lane, Saratoga, CA 95070  
ANIME INTERESTS: Hokuto no Ken-Macross-Orguss-Dirty Pair

UNLISTED  
EXPIRES: \$502

Tavano, Jeffery R.  
13133 N. Tyndall Ave. #219, Tucson, AZ 85719  
ANIME INTERESTS: Urusei Yatsura-Lupin III-Gundam-Nausicaa-Dirty Pair-Orguss

UNLISTED  
EXPIRES: \$503

Temple, Andy (Writer-Artist-Gamer)  
270 King Muir, Lake Forest, IL 60045  
ANIME INTERESTS: Urusei Yatsura-Hokuto no Ken-Dirty Pair-Harlock-Yamato

(312) 295-2578  
EXPIRES: \$507

Valdes, Richard B.  
3101 Exmoor, Ann Arbor, MI 48104  
ANIME INTERESTS: -

(313) 973-2437  
EXPIRES: \$503

Victorino, Tony M.  
2061 Raymond Ave., Signal Hill, CA 90806  
ANIME INTERESTS: Macross-Urusei Yatsura-Orguss-Lupin III-Crusher Joe

(213) 597-5176  
EXPIRES: \$707

Villaroman, Marcos  
443 Occidental Dr. #20, Oxnard, CA 93030  
ANIME INTERESTS: Urusei Yatsura-Maison Ikkoku-Z Gundam-Lupin III

(805) 455-3745  
EXPIRES: \$502

Ward, Cindy (Writer)  
1247 Springer Rd., Mountain View, CA 94040  
ANIME INTERESTS: Etranger-Urusei Yatsura-Galaxy Express-Harlock-Emeraldus-Nausicaa

UNLISTED  
EXPIRES: \$503

Wenzel, Mitchell L. (Modeler)  
4403 Fenwick Ave., Cleveland, OH 44113  
ANIME INTERESTS: Urashiman-Dunbine-Wingman-Mospeada-Harmageddon

(216) 651-1023  
EXPIRES: \$502

Wilkins, Ernest  
325 E. 72nd St., New York City, NY 10125  
ANIME INTERESTS: Harlock

(212) 722-0593  
EXPIRES: \$503

Wong, Frances  
5525 Walnut Grove Ave., San Gabriel, CA 91776  
ANIME INTERESTS: -

UNLISTED  
EXPIRES: \$503

Wooten, Glen (Writer-Photographer-Gamer)  
3676 Bellingham Ave., San Diego, CA 92104-4411  
ANIME INTERESTS: Yamato-Z/ZZ Gundam-Urusei Yatsura-Dirty Pair-Galaxy Express

(619) 253-9371  
EXPIRES: \$508



## HAPPY 10TH ANNIVERSARY C/FO-LOS ANGELES

## AND GENERAL C/FO!

Announcing

# ANIME '88!

THE SECOND TOUR OF JAPAN ESPECIALLY DESIGNED  
\*\* FOR FANS OF JAPANESE ANIMATION \*\*

Highlights are expected to include:

Visits to at least two major animation studios.  
Visit to a major animation magazine.  
Planned visit with a local college anime fan club.  
Extra shopping/sightseeing time in Tokyo.  
Optional attendance at a Japanese s-f convention.

The tour is planned for Summer 1988, although we do not yet have confirmed dates or a set price. Tentative itineraries will be available in October with finalized itineraries and prices available in January 1988. This ANIME '88 tour will be limited to 45 participants.

For more information, write to Ladera Travel Service, Inc., 2041 Rosecrans Ave., Suite 103, El Segundo, CA 90245, attn: Robin Schindler, or telephone (213) 772-1511.



## THE CARTOON/FANTASY ORGANIZATION

401 South La Brea Ave.  
Inglewood, CA 90301

### ESTABLISHED CHAPTERS

#### C/FO - Atlanta

Meets 3rd Saturday of each month  
Atlanta Public Library, Highland Branch, 1070 St. Charles Place NE, Atlanta, Georgia 30306  
For information: C/FO - Atlanta, P.O. Box 551, Atlanta, GA 30301  
Chapter Representative: Bill Spurlock

#### C/FO - Central Florida Operation (C/FO<sup>2</sup>)

Meets one Saturday (varies) each month  
Home of Kurt Black & Jane McGuire, 5744-C Kingsgate Drive, Orlando, Florida 32809  
For information: Kurt Black & Jane McGuire c/o above address  
Chapter Representative: Kurt Black

#### C/FO - Chicago

Meets 3rd Saturday of each month  
Chicago Public Library - Sultzer Branch, 4455 N. Lincoln, Chicago, IL  
For information: D.B. Killings, P.O. Box 1356, Streamwood, IL 60103  
Chapter Representative: D.B. Killings

#### C/FO - Dallas

Meets once each month (date varies)  
Location varies  
For information: Don Magness, 1113 Lindhurst, Irving, Texas 75061  
Chapter Representative: Don Magness

#### C/FO - Denver

Meets 2nd Saturday of each month  
Home of Michael Lee Burgess, 2299 South University Blvd. #1, Denver, Colorado 80210  
For information: Scott Frazier, 3750-D South Genoa Circle, Aurora, Colorado 80013  
Chapter Representative: Scott Frazier

#### C/FO - Fullerton

Meets 4th Saturday of each month  
Fullerton Savings & Loan Association, 2400 East Chapman Avenue, Fullerton, California 92631  
For information: Brian Henderson, 809 East 19th Street, Santa Ana, California, 92706  
Chapter Representative: Brian Henderson

#### C/FO - Great Void (C/FO - Rapid City)

Meets every Sunday  
Hainesway Townhouses Apt. H-78, Rapid City, South Dakota 57201  
For information: Patricia Munson-Siler, 9238-B Lincoln, Ellsworth AFB, South Dakota 57706  
Chapter Representative: Patricia Munson-Siler

#### C/FO - Hayward

Meets 2nd Saturday of each month  
Glendale Federal Savings & Loan Association, 1030 La Playa Drive, Hayward, California 94545  
For information: Mark D. Keller, 2550 S. Keller, 2550 S. Keller, Hayward, California 94545  
Chapter Representative: Mark D. Keller

#### C/FO - Hill Country (Austin)

Meets 4th Saturday of each month  
Location varies  
For information: Michael P. Wright, 9210 Northgate Street #216, Austin, Texas 78755  
Chapter Representative: Michael P. Wright

#### C/FO - Inland Empire (San Bernardino)

Meets 4th Saturday of each month  
Location varies  
For information: Dean Lee Norton, 8915 Delano Drive, Riverside, California 92503  
Chapter Representative: Dean Lee Norton

#### C/FO - Los Angeles

Meets 3rd Saturday of each month  
Studio A, 401 South La Brea Ave., Inglewood, California 90301  
For information: Randy Arnold, 10121 Emerson Ave., Garden Grove, California 92643  
Chapter Representative: Randy Arnold

#### C/FO - Michiana (Michigan/Indiana)

Meets last Saturday of each month (usually)  
Mishawaka Public Library, Main Branch  
For information: Jason R. Saylor, 4933 York Rd., South Bend, Indiana 46614  
Chapter Representative: Jason R. Saylor

#### C/FO - Mid Atlantic (Washington, D.C.)

Meets once each month (date varies)  
Location varies  
For information: Ellen Siegel, 4509 Romlon Street #201, Beltsville, Maryland, 20715  
Chapter Representative: Ellen Siegel

#### C/FO - Montclair State College

Meets 1st Sunday of each month during Spring & Fall semesters  
Conference Room B, Sprague Library, Montclair State College, Upper Montclair, New Jersey  
For information: Robert Fenelon, 55 Charles Street, Clifton, New Jersey 07013  
Chapter Representative: Robert Fenelon

#### C/FO - New York

Meets 3rd Saturday of each month  
Polish Democratic Club, 56 Saint Mark's Place, Manhattan, New York 10003  
For information: C/FO - New York, P.O. Box 1275, Woodhaven, New York 11421  
Chapter Representative: ?

#### C/FO - Oklahoma Fandom Chapter (C/FO - OFC)

Meets once each month (date varies)  
Location varies  
For information: Jim Gorham, 523 Harr Drive #E, Midwest City, Oklahoma 73110  
Chapter Representative: Jim Gorham

#### C/FO - Oklahoma Megazone

Meets once each month (date varies)  
Location varies  
For information: Robert Simmons, 217 Davis Circle, Midwest City, Oklahoma 73110  
Chapter Representative: Link Robertson

#### C/FO - Orange

Meets 1st Sunday of each month  
Fullerton Savings & Loan Association, 12860 Euclid Street, Garden Grove, California 92640  
For information: Randy Arnold, 10121 Emerson Avenue, Garden Grove, California 92643  
Chapter Representative: Randy Arnold

#### C/FO - Pasadena

Meets 2nd Saturday of each month  
Messiah Lutheran Church, 570 East Orange Grove Blvd., Pasadena, California 91104  
For information: Ethan Fogg, 1302 Mar Vista, Pasadena, California 91104  
Chapter Representative: Ethan Fogg

#### C/FO - Portland

Meets 2nd and 4th Sundays of each month  
Location varies  
For information: Jo Amie, 4613 S.E. Rex Drive, Portland, Oregon 97206  
Chapter Representative: Jo Amie

#### C/FO - Rising Sun (Misawa Air Base, Japan)

Meets 3rd Saturday of each month  
Home of Revell and Nancy Walker, S-219B Misawa AFB, Japan  
For information: Revell Walker, P.O. Box 5251, APO San Francisco, California 96519-5251  
Chapter Representative: Revell Walker

#### C/FO - Sacramento

Meets bi-monthly upon notification  
Home of Laurie L. White, 5422 Colusa Way, Sacramento, California 95841  
For information: Laurie L. White c/o above address  
Chapter Representative: Laurie L. White

#### C/FO - San Antonio

Meets 2nd Sunday and one Thursday (upon notification) each month  
Location varies  
For information: Robert W. Gibson, 6527 Chapel Forest, San Antonio, TX 78239  
Chapter Representative: Robert W. Gibson

#### C/FO - San Diego

Meets 2nd Saturday of each month  
Meets 3rd Saturday of each month  
San Diego State University, SS-100 or SS-147 (Social Sciences Bldg.)  
For information: Daniel A. Davis, 1512 El Prado Ave., Lemon Grove, California 92045  
Chapter Representative: Daniel A. Davis

#### C/FO - San Fernando Valley

Meets 1st Saturday of each month  
Los Angeles Science Fiction Society, 11513 Burbank Blvd., North Hollywood, California 91601  
For information: Therri Moore, 4942 Newcastle Ave., Encino, California 91316  
Chapter Representative: Therri Moore

#### C/FO - San Jose

Meets 1st Saturday of each month  
Japanese American Citizens League, San Jose chapter, 365 North 5th St., San Jose, California 95112  
For information: Craig Pape, 508 South Genevieve Lane, San Jose, California 95125  
Chapter representative: Craig Pape

#### C/FO - Santa Barbara

Meets 2nd Sunday of each month  
Rusty's Pizza Parlor, 232 West Carrillo Street, Santa Barbara, California 93101  
For information: C/FO - Santa Barbara, P.O. Box 91729, Santa Barbara, California 93109  
Chapter Representative: Harvey Reder

#### C/FO - Santa Monica

Meets 3rd Sunday of each month  
A Change of Hobbit Bookstore, 1853 Lincoln Blvd., Santa Monica, California 90404  
For information: Bill Glass, 418 Rose Ave. #5, Venice, California 90291  
Chapter Representative: Bill Glass

#### C/FO - Sewanee

Meets twice a month (date varies) during school year only  
DuPont Library screening room, University of the South, Sewanee, Tennessee, 37375  
For information: Paul Sudlow, SPO, Sewanee, Tennessee 37375  
Chapter Representative: Paul Sudlow

#### C/FO - Tucson

Meets one Saturday (varies) each month  
University of Arizona campus, Student Union 285, Tucson, Arizona 85721  
For information: Patti Duffield, 1250 East 10th Street #106-B, Tucson, Arizona 85719  
Chapter Representative: Patti Duffield

#### C/FO - Walla Walla

Meets every other Saturday  
Big Graphics, 120 East Alder, Walla Walla, Washington 99362  
For information: Neal Gleason, c/o above address  
Chapter Representative: Neal Gleason

### PROVISIONAL CHAPTERS CURRENTLY FORMING

#### C/FO - Ann Arbor

For information: Justin Kim, 2019 Seneca Avenue, Ann Arbor, Michigan 48104

#### C/FO - Provo

For information: David Doering, 37 East 600 North, Provo, Utah 84601

#### C/FO - Toronto

For information: Scott Johnson, R.R. #1, Campbellville, Ontario LOP 1B0

#### C/FO - Victoria

For information: Nicholas Conder, 3141 Blackwood St., Victoria, BC V8T 1C6 CANADA

April 1987

For information about C/FO chapter status, please contact the club's Vice President:

Robert W. Gibson  
6527 Chapel Forest  
San Antonio, Texas 78239





## BULLETIN SURVEY

Please help us determine what you want to see in the NEW C/FO BULLETIN by carefully completing this survey (or a photocopy thereof) and mailing it back to the following address as soon as you can:

C/FO BULLETIN SURVEY  
c/o Randall S. Stukey  
4122 Tallulah  
San Antonio, TX 78218-3452

This is your chance to tell us what you would like to see in your bulletin, so please take a few minutes to fill it out and return it NOW. PLEASE FOLLOW THE DIRECTIONS FOR EACH SECTION. Thank you one and all!

SECTION I. The Bylaws require that club business be reported in the Bulletin, so we have no choice about that. However, we can fill up the rest of the NEW C/FO BULLETIN as we want. Please rate each of the following items that could be included in the NEW C/FO BULLETIN on the following scale:

- 1 - I never want to see this
- 2 - Include this only if you've got nothing better
- 3 - Include this occasionally
- 4 - Include this as often as possible
- 5 - Leave other things out to include this

Please do NOT mark more than three or four items with a 5!

- ☐ Articles on animation techniques
- ☐ Articles on current/recent Japanese TV anime
- ☐ Articles on current/recent Japanese anime movies and home videos
- ☐ Articles on current/recent American anime
- ☐ Articles on older Japanese TV anime
- ☐ Articles on older Japanese anime movies and home videos
- ☐ Articles on older American anime
- ☐ Articles on current/recent Japanese manga
- ☐ Articles on older Japanese manga
- ☐ Articles on Japanese live action TV series
- ☐ Articles on anime-related games (Mekton, Battletech, Teenagers from Outer Space, Robot Warriors, Robotech RPG, etc.)
- ☐ Articles on Japanese Culture
- ☐ Articles on Japanese History
- ☐ Articles on Japanese Mythology
- ☐ Brief introductions to new Japanese series
- ☐ Brief introductions to new American series
- ☐ Cartoon Strips
- ☐ Classified Ads from C/FO members (no tape trade ads for legal reasons)
- ☐ C/FO Membership Updates
- ☐ C/FO Chapter Rosters
- ☐ C/FO Chapter Reports (Meeting minutes)
- ☐ Convention Listings (Cons Known to be showing anime)
- ☐ Episode guides to major Japanese anime series
- ☐ Fan Activities Reports (Anime Apa and fanzine/newsletter information)
- ☐ Fan Fiction (Humorous)
- ☐ Fan Fiction (Serious)
- ☐ Letters from members "introducing" themselves
- ☐ Letters from members praising the C/FO or the NEW C/FO BULLETIN
- ☐ Letters of complaint from members
- ☐ Letters containing corrections or other anime information from members
- ☐ List of what anime has been shown at various chapters recently
- ☐ Lists of episode titles and translations
- ☐ Lists of what has appeared in recent chapter newsletters

- ☐ Lists of what information is in the C/FO Archives
- ☐ News Items - Brief 1 or 2 lines mentions of new anime, conventions, fanzines and other fan activities, unusual chapter activities and the like
- ☐ Profile of American manga and/or anime creators
- ☐ Profile of Japanese manga and/or anime creators
- ☐ Question & Answer column on anime/manga
- ☐ Series of Japanese language lessons oriented towards anime
- ☐ Other: \_\_\_\_\_
- ☐ Other: \_\_\_\_\_

### SECTION II. General Questions:

1) Many people like full page artwork, given the limited size of the NEW C/FO BULLETIN, how many pages of full page artwork IN ADDITION to the front and back cover would you like to see? \_\_\_\_\_

2) Name four series or movies that you would most like to see information on in the NEW C/FO BULLETIN: \_\_\_\_\_

3) Would you like to see more spot illustrations, even if this means reducing the amount of textual information printed in each issue? \_\_\_\_\_

SECTION III. The club could save a lot of money by using bulk mail to mail out the NEW C/FO BULLETIN and the MEMBERSHIP DIRECTORY. Bulk mail has one major disadvantage, it is not forwarded, so members would have to notify the club 6 to 8 weeks BEFORE they move of their new address and the C/FO would not be responsible for replacing club mailings lost due to failure to give such notice. Assuming the C/FO does elect to go to bulk mail, which ONE of the following would you like to see the club do with the extra funds?

- ☐ Publish an extra C/FO Membership Directory (1 every six months instead of the current 1 every year).
- ☐ Expand the NEW C/FO BULLETIN to 35-50 pages an issue.
- ☐ Publish an annual C/FO FANZINE containing lots of fan fiction and fan art.
- ☐ Publish one special project (a series guide book or a movie script or ????) once a year
- ☐ Do not go to bulk mail, continue sending club material by first class mail.

SECTION 4: Other Suggestions. Please print neatly and remember that this newsletter is produced under time and budget constraints - we have neither the time or money to come out monthly, for example!

SECTION V: Please PRINT your name and address as your survey will not be counted without this (to prevent "stuffing the ballot box")!

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



is the main antagonist in the series.

**LINDA PLART** --- The 16-year old sister of Maiyo Plart, she was born in the Soviet Union. She is appropriately beautiful and all three main characters fall for her.

**ROSE PATINGTON** --- A poor girl born on the moon base, Rose is aboard the cargo ship Idaho when the series begins.

**DIANE LANCE** --- An American-born teacher on board the IDAHO, she cares for the poor people on the ship.

**DRAGONAR**, a Nippon Sunrise production, premiered February 7th, 1987, and is currently the only mecha-oriented show on the air in Japan (other than TRANSFORMERS and older shows being played, of course). Let's hope it survives.

If you are not a mecha fan, here's a contemporary crime drama/comedy from one of the leading manga artist/writers in Japan today. If you like your anime gritty, dirty, and funny, this one's for you.---RMG

**CITY HUNTER**  
by Jeff Wong



**CITY HUNTER** is based on the popular manga of the same name which began in 1985 and is currently running in Shonen Jump, written and drawn by Tsukasa Hojo, who's CATSEYE was a major success several years ago. The manga shows the same level of intrigue, action, and artistic quality as CATSEYE; however, it is quite different in approach in many ways. This time, the hero is not only male, but also a definitive pervert and a self-induced moron on occasions. While CATSEYE was full of sexual innuendos, CITY HUNTER is less innuendo and more, eh, "directly sexual" and the story is often much more drastic and violent than CATSEYE.

The Characters---

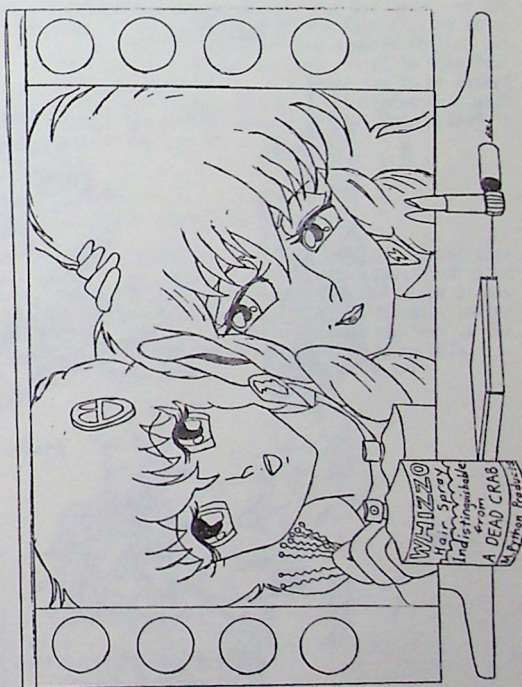
**RYO SAEBO** is the "CITY HUNTER" of the title, as much a sex fiend as Lupin III and as deadly as Golgo-13. He is essentially a hired killer, but often more: For money or contract "condition" (depending on how good-looking his female client happens to be), he will do correctional work on the ill-tempered daughter of a wealthy tycoon, or become a bodyguard for a suicidal, insane actress, or many other things for those willing to pay. Ryo is quite emotional, but he can also be cold-blooded if he chooses; however, unlike Golgo-13, he does not kill without first making sure his victim deserves the sentence. He is a superman in many ways, with his 357 magnum Python he is unparalleled, and his methods are often unique and silly, but always effective. Due to his extreme (openly displayed) attraction toward women, he is annoying and

unpopular as a person, but usually manages to come out on top.

**MAKIMURA** is Ryo's Manager, partner, and friend, equally skillful but with a no-nonsense attitude. He picks up assignment requests (from clients who usually learn of the "City Hunter" through underground connections) which appear on a bulletin board near the eastern entrance to the Shinjuku Station in Tokyo; requests which usually take the form of the meeting time, place, and the code "XYZ" which is also a potent cocktail favorite of Ryo's. Makimura is usually very businesslike, but often loses his cool over the welfare of his sister, Kaori.

**KAORI** believes she is Makimura's sister, but in reality she is the daughter of an escaped killer who was slain twenty years ago during a chase with Makimura's father, who was then a policeman. Kaori's mother requested Makimura's father take care of the child as one of his own until her twentieth birthday, when she was to be told the truth. Unfortunately, Makimura's father was killed in the line of duty five years later, and Makimura has looked after her since. Although she is a beautiful young lady, her style of dress and posture often cause others to mistake her for a man. She takes great offense to this and physically corrects the confused individuals, usually damaging them in the process. She is headstrong, impetuous, and has little skill in the field of her brother's chosen profession.

[The above is from the manga, and as with other anime adaptations, CITY HUNTER may change a bit in the transition from paper to video. The manga are truly gorgeous, and if you like the video, you should check them out. There are six manga collections released as of this writing.---RMG]





# CITY HUNTER



Ryo Saeba



Kaori

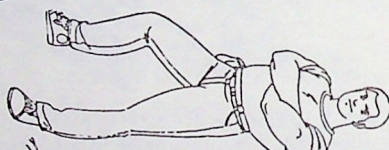
# DRAGONAR

機甲戦記  
ドラゴンアー  
DRAGONAR



ケーン・ニューマン  
Kaito Newmann

ドラゴンアー2型  
Dragonar 2

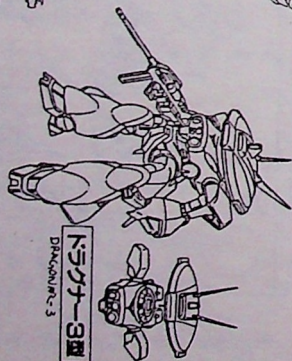


パイロット of Dragonar-2  
タツ・オセアノ  
Tat Oseano

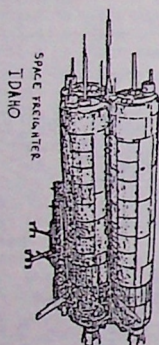


パイロット of Dragonar-3

ライト・ニューマン  
Light Newmann



ドラゴンアー3型  
Dragonar 3



SPACE FACILITY  
IDAH0



# SPT LAYNZER CHARACTER GUIDE

by Mary Kennard

Arubatoro Naru Eiji Asuka  
Eiji-16 years old, Gurados/Japanese

Eiji is the most quintessential Japanese hero --- belonging by blood to two cultures, but accepted by neither. The offspring of a captive Japanese father and a Guradosian mother, he was raised on Gurados, but instilled with a reverence of Earth by his father. When they learn of the incipient invasion of Earth, Eiji is given a prototype SPT (the Layzner) by his father, and stows away on the advance fleet. As the fleet nears Mars, he flees in search of a base to warn, with pursuit close behind. On Mars, he hooks up with the survivors of the UN Space Experience School, and proceeds with them toward Earth. Overcoming the obstacles set up by his alien birth, they form unbreakable bonds of friendship. Eiji is a gentle person, who overcomes his revulsion of killing only with great difficulty.

Eiji



David



Debidzo Razafuo-do  
David Rutherford-17 years old, American

David's best friend Juno was killed in the first attack on the UN Mars base, and for a long time he blames Eiji for his death. His violent hatred is converted to friendship after he fights beside Eiji in an appropriated SPT, the Babel. After the occupation of Earth by the Gurados, David battles the Culture Reform Troops, and helps develop the Resistance Movement. The second oldest of the surviving children, David is normally a cheerful, healthy, and vigorous person, with a strongly developed sense of justice. He is also impulsive at times, and possesses finely developed sensibilities.

Roan Demitrich (h)hi  
Roan Demitrich-15 years old, Swiss

As a member of the group that survived the attack on Mars, Roan flies SPT Baldy. He possesses a coolly observing eye and generally presents the attitude of an outsider, but harbors no ill feelings. He fought valiantly against the invasion force, but after the occupation, seems to undergo a significant change of attitude. He becomes a collaborator, one of Lukein's men, and betrays David and the others. But underneath, his pride in being an Earthman is still firm. The truth...??

Roan



Anna



Anna Suteufani  
Anna Stephanie-14 years old, Scandinavian

The youngest member of the UN school, she was always treated as a child by the others, but the feelings growing in her heart for Eiji were not those of a child. She is a gentle, empathic person, both before and after the invasion. Before Eiji leaves to attack the invasion fleet, she gives him a daisy, representing all the beauty of Earth which he has had no chance to see. After the occupation, she is a leader in the efforts to end the fighting and becomes the symbol for the Resistance.

Shimo-nu Rufuran  
Simonne LeFlan-16 years old, French

Of mixed French and English nobility, Simonne turned her back on the glitter of high society to join the UN Space Experience School. She is infatuated with Eiji, but her pride won't allow her to show it. After the occupation, she joins David's Resistance movement, and eventually joins with Eiji and Anna in organizing the rebellion against Lukine. She gradually gets over her infatuation for Eiji and returns David's love.

Simonne



Arthur

A-sa- Karingusu Jr.  
Arthur Cummings, Jr.-17 years old, English

The oldest student, but definitely not the leader of the group, Arthur is very conscious of the fact that he is of England's elite class. It takes him a while to find his place in the company. Arthur is never first to volunteer for any hazardous undertaking, and often has to be pushed into doing the right thing. His best relationship is with Roan, and after the occupation, he follows Roan's lead in co-operating with the Gurados.

Erizabesu Kureburi  
Elizabeth Clevely-24 years old, American

Elizabeth is the instructor for the first Space Experience Class, as well as being a doctor and a qualified space pilot. During the harrowing flight from Mars, she proves herself to be an extraordinarily capable leader. After the occupation, she and Dr. Gilbert work together in the underground factories of the Resistance producing SPTs.

Elizabeth



Gale



A-mosu Geiru  
Amos Gale-21 years old, Gurados

Julia's fiance, and Eiji's sempai during his military training, Gale is ordered to capture or kill Eiji to



prevent him from reaching Earth. Unwilling to kill Eiji for many reasons, Gale first tries to convince him to return, but finally acknowledges that only death will stop him. Gale is scrupulously fair in all his dealings. Gale is killed by the Layzner's, U-Max when on the verge of killing Eiji.

Arbatoro Miru Jyuria Asuka  
Julia-18 years old, Gurados/Japanese

Eiji's older sister, and Gale's fiancée, she chooses to side with Gurados. She is called to Earth to defeat her brother, a task she takes on willingly when she is told that Eiji has killed Gale. After their final battle, after she is knocked into the ocean, she learns the truth about Gale's death from the Layzner's memory banks. Faced with this knowledge, and captivated by Earth's beauty, she joins the 'Sisters of Cusko', wholly dedicated to peace. She is one of the few people who knows the Gurados' secret.



Guresuko Junshoo  
General Gresko

The commander of the Earth attack forces and a member of the Gurados elite class, Gresko conquers the Earth and plans to form a New Gurados by destroying Earth's culture. His primary concern at all times is the concealment of the Gurados' secret.

Karura Eiji-ru  
Carla Eiji

Carla is Gale's lieutenant and passionately in love with him, for which reason she fiercely resents Julia. She tells Julia that Eiji has killed Gale, thus sending her on a misguided quest for vengeance. After Gale's death, Carla works directly for Gresko, and is entrusted with the Gurados' secret, which leads to her downfall.

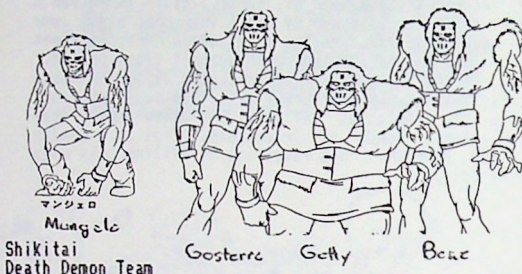


Ru Kain  
LuKein

Gresko's son, LuKein is a good soldier, but lacks the experience of his father. He firmly believes that the people of Gurados are inherently superior to the people of Earth and that it is his duty to guide them to the correct path. Although ruthless in his actions, he has a strong sense of honor. He is one of the young elite of Gurados, a position of which he is very conscious.

Gosutero  
Gosterro

A lieutenant in the Earth Attack Force and crazier than a loon, Gosterro wants Julia, but she will have nothing to do with him. For that, he hates Gale and anyone else connected with Julia. After his last battle with Eiji on Mars, which leaves him more machine than human, Eiji's death becomes an obsession with him. He becomes one of the members of the Death Demon Team. Gosterro enjoys killing and is not in the least inconvenienced by a sense of honor, or any other redeeming features for that matter.



Shikitai  
Death Demon Team

A hand-picked division of the Culture Reform Troops, they report directly to Lukien. Their primary focus is resistance suppression, and later, killing Eiji (when they aren't killing each other). Gosterro, Mangelo, Bone, and Getty are the members of this team.

Masshu and Gau  
Matthew and Gau

In spite of his age and size (or maybe because of it), Matthew is an invaluable member of the resistance, due to his ability to collect and deliver information. His constant companion and protector is the dog, Gau.



Ken Asuka

A space engineering expert who had apparently disappeared after a moon landing for the Apollo project. Ken had actually been picked up by the Gurados and taken to their home planet where he married a Guradosian woman, Arbatoro miru Aira, fathered Julia and Eiji, and developed the SPT Layzner.

[That's it for the character guide. Next issue will contain Mary's detailed synopsis of the entire series, including the original video which concluded the story. As always, comments on this and other articles in the NEW C/FO BULLETIN are actively solicited by the editors---RWG]



# ANIME FANZINES & APAS

by Randall S. Stuker

Last issue we talked about APAs as one inexpensive means of communication between members. This issue, I'd like to discuss yet another, even more inexpensive means of communication, the Round Robin.

To be honest, an apa can get somewhat expensive, because you have to make 15 to 25 copies of your contribution, pay postage to mail them to the DE, and pay postage to get the apa. Round Robins are far less expensive. Where an apa can be described as a running group discussion, a round robin is more like a serial discussion.

Round Robins generally have a topic. Let's say person A decides to start a Round Robin on the mecha in the GUNDAM series and persons B, C, D, and E decide to participate. The first thing person A does is list the names and addresses of the participants, in the order they are to receive the mailing, and a statement of the purpose of the Round Robin on a sheet of paper. Person A then writes his letter/article/whatever and it and the mailing list to Person B.

Person B reads Person A's material and then adds her own material and any comments she has on what Person A wrote and mails everything on to Person C. Person C reads the material Person A and Person B wrote and adds his own material and comments on A's and B's stuff and mails everything on to person D. Person D reads the material that A, B, and C wrote, adds his own material and comments, and then mails it all off to Person E. Person E reads what Persons A, B, C, and D wrote and adds her own material and (as she is the last person on the mailing list), sends everything to Person A. When Person A gets this mailing, he first removes his material from the first time around (as everyone on the Round Robin has seen it), reads the material Persons B, C, D, and E have written, adds his own material and comments and sends it all to Person B. Person B removes her stuff from the first time around, adds her new material and comments and sends it on to Person C. As so it goes around as long as the group is interested!

Round Robins tend to have fewer members than apas to help keep them current. For example, if you assume everyone on the Round Robin will take two weeks from the time that they receive the mailing to the time they mail it on to the next member, it would take a Round Robin with 5 members 10 weeks to complete one round (actually it would be longer, the Post Office seldom delivers mail the same day it is sent out) and a Round Robin with 25 members would take almost a year to complete one round.

There are many different things that you can do with a Round Robin. The most common, of course, is discussion of a topic of common interest. However, fiction has been written in Round Robins (each member does a chapter when he gets the mailing), play-by-mail role-playing games have been run through Round Robins, comic books have been drawn and written Round Robin style (just like fiction), and numerous other odd things have been conducted through Round Robins over the years. For those who do not like to write, a Round Robin could be conducted on audio (or even video) tape, provided the participants all had the necessary equipment.

I've been in numerous Round Robins over the years and can attest that they can be a great deal of fun. Unfortunately, they are not quite problem free. To start with, the Post Office has a habit of losing Round Robins just as frequently as other letters, which can be very annoying. Second, if you want copies of the material in a Round Robin, you have to run down to the copy shop and make your own copy. Third, there's always someone (like

myself) on every Round Robin who is over-extended and takes two months to get the letter on to the next person....

I hope some of you will give a Round Robin a try. Perhaps the easiest way to start one would be to pick one of your favorite series/features and use your C/FO Membership Directory to locate others interested in the same series. Write 10 or 20 of these people and propose your Round Robin, if you're experiences are anything like mine, you'll eventually get a reply from about one-half of the people you write and maybe one-quarter of them will be interested in your Round Robin. Another way to get interested people is to propose your Round Robin in a chapter newsletter or two!

## APA UPDATE:

Let's see. To new apas to report this issue. Both of these are like BIRD SCRAMBLE, very narrowly specialized. I do not know the names for these APAs, so I'm listing them by their contents! (Please enclose an SASE when writing for information on any apa!)

### AREA 88 APA

This apa is just forming. It is dedicated to the AREA 88 OVAs.

COPY COUNT: unknown

FREQUENCY: 2-3 months

PUBLICATION POLICY: OPEN

MINAC: 1 page/issue

DE: Scott Weikert

798 Dixie Ave #9, Atlanta, GA 30307

COMMENTS: AREA 88 seems a bit TOO narrow to me, but these OVAs are quite popular so should get a few really active members. The DE is reliable and loves the 'series'.

### VAMPIRE HUNTER 'D'

Another apa just now forming. For fans of VAMPIRE HUNTER 'D'.

COPY COUNT: unknown

FREQUENCY: Bi-monthly

PUBLICATION POLICY: RULES

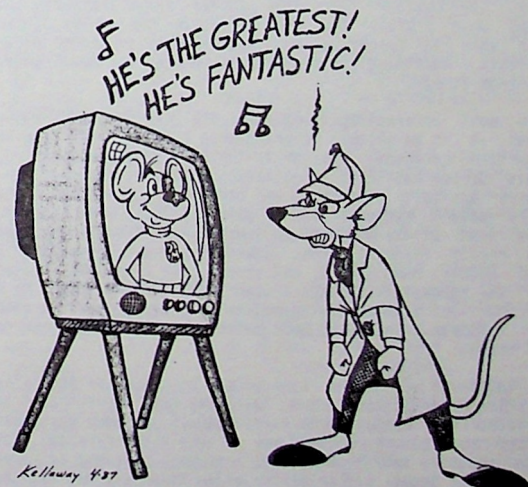
MINAC: 1 page/2 issues

DE: Bill Spurlock

798 Dixie Ave #9, Atlanta, GA 30307

COMMENTS: Like the AREA 88 apa, this seems a bit too specialized for my tastes. However, there is apparently already a pretty good response to it, so what do I know?

U.S.A. YATSURA (listed last issue) now has a new DE. For information on this URUSEI YATSURA apa, write to: Michael Susko Jr, 887 39th Ave, San Francisco, CA 94121.





## ANIME IN REVIEW:



### THE REAL GHOSTBUSTERS

by Pat Munson-Siter

I watched the first few episodes of THE REAL GHOSTBUSTERS with some trepidation. I am quite a fan of the GHOSTBUSTERS movie, and wasn't sure, despite the assurances of the story editor, J. Michael Straczynski, at Worldcon - that this program would escape the sickly-sweet, non-controversial nature of most of Saturday morning programming. Thankfully, my fears proved groundless.

THE REAL GHOSTBUSTERS (not to be confused with Filmation's ORIGINAL GHOSTBUSTERS - which is a clone of SCOOBY-DO with a gorilla instead of the dog) is based on the original live-action movie. The artwork of the characters is NOT exactly like the actors in the roles, because of copyright (yes, Bill Murray owns his own face according to copyright laws, and despite the involvement of Columbia Pictures they were not allowed to exactly replicate the actors' faces or voices), but they are certainly similar enough that the watcher can easily identify the characters. In some ways I prefer the voice actors for the series...they are able to convey a good bit of emotion through their talents, something relatively rare in made-for-American-TV cartoon fare.

The most interesting thing about THE REAL GHOSTBUSTERS is that it is an attempt to bring more adult storytelling to American cartoons. Similar to the old JONNY QUEST series, this series has tried to attract both adults and children. There are quite a few puns and other humor directed at the more mature audience (and by mature I DON'T mean "racy"), and some of the monsters in several episodes are designed to really frighten kids. Examples are the Boogey Man in THE BOOGIE MAN COMETH, and some of the creatures created by the Sandman in another episode, MR. SANDMAN, DREAM ME A DREAM. The artwork and animation, which I believe is done by a Korean company, is much better than the normal run on US shows.

A total of 67 shows have either been made or are being written and planned, and the show will eventually be offered for syndication. To date 13 episodes have been aired on network TV (and are currently being rerun), and two episodes (NOT shown on TV) have been released on video tape. I doubt either of the video tape episodes will be shown on network TV; one portrays a witch (actually, a voodoo woman) as one of the good characters (THAT would get the fundamentalists riled up!) and the second one is probably just too scary for the networks to want to show.

The show is being used as a test case for more intelligent writing in morning network shows. If it fails, we can expect American cartoons to continue to go down the drain. If it succeeds, we may eventually see the level of American animation rise. So far, I've heard that the show has done fair but not exceptional. Perhaps someone with access to some of the Hollywood trade papers can tell us more; letters to DIC, the distributor producing the show, have not resulted in any replies so far.

Straczynski told us that he was looking for writers who both enjoyed the movie and were familiar with science fiction. It is interesting to note that some of the best episodes were in fact written by Mr. Straczynski. For that matter, how many people involved with American cartoons would bother to come to a World Science Fiction convention, bringing along a lot of promotional material as well, and talk to people (including several panels) about American animation and his own new show? Or, for that matter, acknowledge that he worked on HE-MAN, and feel free to tell us how much control the toy companies have over the storylines of such shows?

What's frustrating for me at this point is that there are quite a few storylines mentioned not only in Straczynski's speeches at Worldcon but also in the interview in STARLOG (October 1986) that we haven't seen on TV yet. Hopefully they'll either show up in the show next year, or in syndication. Some of them I really want to see!

In all, I highly advise you take the opportunity to watch this show. I know it's on rather early in the morning, but it's well worth the trouble getting up to see it. This is NOT your "normal" kiddie-fare, message-laden, saccharine sweet Saturday morning cartoon, and it deserves our support, especially if we ever hope to bring more intelligent programming to American cartoons and children's programming.

#### EPISODES SHOWN SO FAR:

- 1) Ghosts R' Us
- 2) Killerwatt
- 3) Mrs. Roger's Neighborhood
- 4) Slimer Come Home
- 5) Troll Bridge
- 6) The Bogie Man Cometh
- 7) Mr. Sandman, Dream Me a Dream
- 8) When Halloween Was Forever
- 9) Ray, Look Homeward
- 10) Take Two
- 11) Citizen Ghost
- 12) Janine's Genie
- 13) Xmas Marks the Spot

#### VIDEO TAPE ONLY:

- 1) Play Them Ragtime Boos
- 2) Knock Knock

[Since this review originally appeared in the February 1987 issue of the C/FO-San Antonio Newsletter, several more GHOSTBUSTERS episodes have been released on videotape---RSS]





## Time Strangers

Translated by Henry Jerng

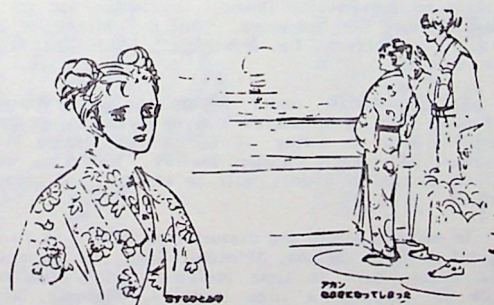
(The author has elected to give Japanese names in their original last name, first name order instead of transposing them.)

The time is the present; the city, Tokyo. Here in the big city live three of our story's central characters. Hayasaka Teko, a cheerful 17-year-old girl, attends a local high school. With her are Nagatanikawa Shinichi, an outstanding member of the science department, and Yamasaki Nobucchu, a member of the school football team. In their own special ways, they are all very much admired by everyone.

One day, on her way returning from school, Teko waits to meet with Shinichi and Nobucchu. Accompanying her is her brother, the camera man. Earlier, they all had agreed to go and take a photograph appropriately called "The Cherry Blossom and the Beautiful Girl" in the park, with Teko posing as the model. While waiting, Teko excitedly climbs aboard the tour bus which they have named Rakuda (meaning "camel" in Japanese); it is to be used to take them around. Meanwhile her brother leaves to buy some cigarettes.

Later, while her brother is still away, Shinichi and Nobucchu arrive. Waiting for Teko's brother to return, the three engage themselves in conversation. Suddenly, a peculiar boy charges into the bus and begins to install a strange, mysterious machine onto the bus. Amazed by all this, Teko and the others carefully watch as the smoke thickens. "Who are you?" asks Teko and the others as the boy continues to work on new mechanical parts. Outside, noticing the strange situation, Mr. Hokuben, the school's history teacher, quickly approaches the bus. At the moment he boards the bus, the Rakuda is wrapped by a mysterious light.

Inside the light, the Rakuda is slipping through time and carries its passengers with it. Even though the boy tries to explain the situation to them, Teko and the others just cannot comprehend it. Attempting a daring ambush against any malicious scheme the boy might have, Nobucchu makes a tackle at him, and consequently makes the situation worse. Because of that attack, the installed mechanism begins to send out rays of light, and the Rakuda reappears in a fiery scene of burning city streets.



Although difficult to believe, they have somehow travelled in time to an unfamiliar setting. To find out where or when they are, Teko and the others leave the Rakuda in search of some logical answer. In their search, they come upon an army captain of the long-range artillery units. Despite the captain's words and actions, the group still disbelieve him. However, the truth is soon uncovered...

Teko and the others have appeared in March, 1945, in the midst of the hellish picture of the Tokyo air raids.

Through the dangerous raid, they barely reach the vicinity of a Shinto shrine. There, Teko has a chance meeting with a school boy who was also left out in the air raid. Frightened by the attack of the American troops, Shinichi says, "It seems that we have dropped in on the worst kind of situation..." Shinichi is right; even here at the sacred shrine, the hands of fire continue to close in upon them. As the bombs fall from B-29s like rain drops, the flames enclose Teko in a deadly circle. In this time of crisis, when Teko's life is hanging by a thread, the courageous school boy offers his hand and kindly saves her. Going through the ever-consuming flames, he leads her back to the bus. At last they arrive at the Rakuda, and, with words of sorrow, they must part with one another. Although a great distance in time separates the two, that boy will always remain as a strong impression in Teko's mind. As the group again thrusts the Rakuda into the midst of the time tunnel, the images of that time period disappear. At a distance, someone carefully watches over them.

After they all have managed to escape from the dangerous air raids at Tokyo, the mysterious boy at last opens his heart to them. His name is Agino Jiro, a boy who has escaped from the future through time travelling without authorization. Jiro is surely being followed by the officers of the Time Management Office, and surely enough, they are being followed even as they speak... COI, an assault ship under the control of Time Management Officer Kutajima Toshito, pursues them.

Fully utilizing his scientific knowledge and ability, Shinichi discovers that COI is rapidly approaching and, in response, examines the possibility of a 'scramble jump' through time. By entering and exiting the time tunnel with extremely high speeds three times, he hopes to lose the pursuer by blinding him with the great amount of light created by these activities. In a short period of time, Shinichi controls the time machine to a successful escape without a scratch! He did it! Or did he? The dreadful truth of their easy escape is unknown to them.

Leaving the time tunnel, the Rakuda appears in the middle of a church. After breaking away the church's door, the bus hastens toward a stone fence and flares up. Luckily, everyone escapes the crash safely, only to find two samurai approaching them on horses. They manage to avoid them.

Jiro, Teko, Shinichi, Nobucchu, and Hokuben travel around the countryside, manage to get their hands on some soldier garments and armor, and meet with a deserted warrior named Hirano Heizo, who insists on joining their party. Nearby, Kutajima observes closely. Continuing to search around the countryside, they are captured by some soldiers. A soldier, noticing the age of these oddly clothed teenagers, yells "Fresh soldiers!" Attracted by the shouting, a very prestigious man rides toward them and says, "What is the matter here?" The foot soldier in quickly notes to Jiro and the others, "Attention! You are in the presence of General Nobunaga!" Looking at the party of strangers, Nobunaga expresses interest in the materials inside





Hokuben's bag, and Shinichi, seeing how surprised Nobunaga is to see them, says, "They are probably very rare to you since they are things of the future." Surprised, Nobunaga exclaims, "The future?!" Afterwards, the party is escorted to stay at Azuchi castle.

The party receives a great welcome at Azuchi castle, and because of their peaceful natures, the party is well-accepted by Nobunaga. In his chamber in the castle, Nobunaga gathers the time travellers in front of him. Others are also present: Sedodo Jin, Nobunaga's tea master of ceremonies; Mori Ranmoru, Nobunaga's first son; and Akechi Mitsuhide, Nobunaga's close advisor and aide.

"Hokuben! Come closer!" says Nobunaga, showing an interest in the future of the country and wanting him to tell all. However, Hokuben, knowing the importance of keeping the knowledge of the future unknown to Nobunaga, deceives him by continuously making excuses to speak only on the topic of clarifying the origin of Nobunaga's name: "The future country, as far as for here.... Long time ago, when this strait was dry land, our ancestors passed by here...." says Hokuben, pointing to a large world map. Meanwhile, Teko examines Ranmoru's features and feels that he looks exactly like that boy she met at the air raid in Tokyo. The more she looks at him, the more she is convinced of it.

Later, Nobunaga requests Teko to play a Japanese musical instrument in his chamber. "Teko, please play the song of the future country," Nobunaga asks. And so, Teko plays the song while Ranmoru listens carefully beside her, and sweet time flows... Strangely, Teko's heart is enchanted by Ranmoru's soft, elegant appearance. Here begins a love that surpasses time.

Afterwards, Nobunaga and Mitsuhide discuss official business. Frankly, Mitsuhide informs Nobunaga that, under the present conditions, his forces will be defeated and he himself is in grave danger. Displeased by what he hears, Nobunaga strikes Mitsuhide's forehead with a whip and insists that Mitsuhide, in the future, can only be allowed to deliver two opinions in a year. Then, inside Mitsuhide's mind, a plot of betrayal begins to grow.

Later that same day, Jiro and the others discuss their experiences here and discover that they have arrived on May 26, 1582, in a time known in Japanese

history as the "Epoch of a Warring Nation." At this time in Japan, local wars among feudal lords are quite common, but one great warlord stands out above the rest - Nobunaga. According to history, Nobunaga had broken the power of the powerful monasteries between 1570 and 1580, destroying Buddhism as a political force in Japan. Despite his victories, Nobunaga was revolted against by one of his vassals and aides, Akechi Mitsuhide, to the point that he finally had to commit seppuku, suicide by slicing the abdomen with a sharp blade. During that same event, Nobunaga's first son was also killed. Nobunaga's death date was May 31, 1582.

Remembering Nobunaga's death date, the party realizes that it is only 5 days before the revolution at Honnoji (which is in Kyoto). Meanwhile, even though she knows that the course of history will soon hit a high note, Teko still becomes involved with Ranmoru. With her ability to play the instruments, Teko is known to everyone in Azuchi castle as an 'Angel', and her interactions with Ranmoru rapidly intensifies. As the love between them grows, they are unknowingly dragged into the turbid streams of history.

When they have a chance to speak with each other, Jiro tells Teko about the horrible, criminalistic lifestyles of the future and upon hearing this, warm emotions run through her heart. Later, as they leisurely sit in the building at the east side of the castle looking over Lake Biwa, Teko is depressed by the fact that Ranmoru's days are marked. It is sad that she cannot change history, but it struck Teko that, since Ranmoru is to die at Honnoji anyway, why not convince him to come to the future where they could be safely together. Therefore, knowing the risks involved, she decides to go with him to Honnoji.

On May 31, 1582, travelling along with Teko and the others, Nobunaga leaves to go to the capital of Kyoto. Meanwhile, because he was rejected when he tried to offer Nobunaga sincere advice, Mitsuhide finally makes up his mind to strike back at Nobunaga. As Nobunaga and the others enter Honnoji, Mitsuhide rounds up a group of men and heads for Honnoji. In vengeance, he says, "Our enemy is at Honnoji!"

Sedodo Jin, the tea master who Teko and the others met at Azuchi castle, reveals his true identity before Kutajima puts his plot into action. He explains, "I am Sedodo Jin, Time Management Officer of the far distant future. I have entered this period of time to prevent Kutajima's plot." At the same time, Kutajima's plot is slowly being carried out. By first planting Jiro and the others here at this period of history, Kutajima uses mind control to get Hirano Heizo to join up with them. Now, by using Heizo once again, he plans to prevent the Honnoji revolution and try to change history for Nobunaga. "Go! Kill Mitsuhide and make a new history for Nobunaga!" Kutajima urges Heizo on.

And so Heizo, under Kutajima's mind control, appears in front of Mitsuhide who is trying to approach Honnoji. With a swing of his sword, Heizo kills Mitsuhide and greatly changes history. However, what kind of historical events will be changed and created by this?

In order to return the distorted history back to its original course, Sedodo, Shinichi, Jiro, and Nobucchu trace events back in time inside Sedodo's tearoom, which is actually a time machine. Quickly, after making the necessary settings, they set out to go to the site where Heizo was being mind controlled by Kutajima. History repeats itself once more... After parting with Kutajima, Heizo tries to approach Mitsuhide, and suddenly, above Heizo's head, the tearoom appears. Flying low, Sedodo kills Heizo and



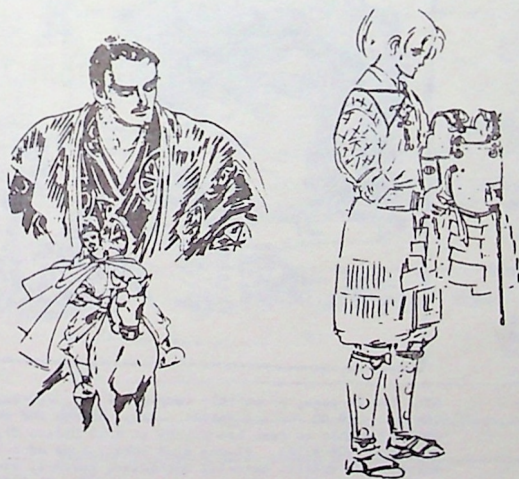
sets out to defeat Kutajima as well. After a heated battle, Kutajima is defeated and history is returned to its original form; the course of history is now protected.

Afterwards, Sedodo says, "Escaping to lure Agino Jiro into a trap and using the special privileges of a pursuit hunter, Kutajima schemed to try to change history. All this just for his own personal reasons and ambitions!" Feeling that it is their duty to help, the others answer, "By all means, show us how to accomplish your goal!"

Down below, uplifting the insignia of watery-colored Chinese bellflowers, Mitsuhide's army advances toward Honnoji with force. After Honnoji is completely surrounded, fiery arrows are fired upon it and the chaos and turmoil of war begin. Surrounded by flames, Nobunaga reveals his intentions of committing seppuku by pulling out his blade. Then, in order to remove Nobunaga from his present danger, COI, under Kutajima's control, appears in the sky above. Following COI's appearance, the tearoom also appears. As the two time machines confront each other in the sky above Honnoji, an electric discharge runs through the sky. An unusual magnetic field is created between the two time machines.

Lending a hand to Sedodo, Jiro at last catches up with Kutajima and engages him in a fierce fight aboard the COI. However, after being hit by a decisive dive by Jiro, Kutajima is struck down at last. With his protective life-support helmet and suit blown open, Kutajima's true appearance is revealed in front of Jiro's eyes. "Now I understand..." says Jiro as he stares at Kutajima's appearance of a lost child born in the time of the Nuclear Wars. And now, knowing Kutajima's secret, Jiro stands still, and in his heart, two quite different ideas struggle against each other.

"Leave me! Before you refuse, there are a number of things you must consider. Do you really want our history to have the Nuclear Wars take place? Really, will living things like you never know of the events which will take place here?" explains Kutajima. Knowing Kutajima's true motives, Jiro is very much moved by him and says, "Now, hurry. Let the history that you wanted to see become the one that everyone in the future can share." Then Jiro departs from Kutajima.



Just as Nobunaga is about to commit suicide, a mysterious voice suddenly comes from above his head. It says, "Nobunaga, Emperor of a turbulent world! Remorsing over a dying future!" It is the voice of Kutajima, trying to save Nobunaga.

Meanwhile, as the flames erupt and rise, Ranmoru tries to make a decision on his own fate. At last, he decides that his own fate shall depend on Nobunaga's: if Nobunaga lives, he will stay, but if Nobunaga dies, he will make an escape with Teko and the others. No matter what, Teko has made up her mind to remain with her lover wherever he goes, and she says good-bye to Shinichi and Nobucchu.

In the midst of the flames, the two quarrel against Sedodo who tries to send Teko back to the present and keep Ranmoru here in the past. "What's going on here!! Ranmoru's fate is to die here!" yells Sedodo. Doing whatever he can, Sedodo tries to separate the two. Impatient and without success, Sedodo draws his sword and swings it at Ranmoru. Teko, while trying to protect Ranmoru, receives a slight injury on her finger and falls unconscious.

"Throw away the sword!" says Jiro, fixing his firearm on Sedodo. Outgunned, Sedodo is forced to throw away the blade which was pointed at Teko. Ranmoru pauses to hold Teko in his arms, and, while wrapping a bandage around Teko's wounded finger, Ranmoru affirms his determination to face his own destiny. "...Oh! My beautiful angel!..." Ranmoru says good-bye to Teko. Jiro tries to offer Ranmoru and Teko a ride on COI, but Ranmoru, after bandaging Teko's finger, turns away from Jiro and walks out toward the flames to return to Nobunaga. Jiro and Sedodo follow.

Still pointing his gun behind Sedodo, Jiro comes to Nobunaga's room. All through with the idea of protecting history, Jiro tries to rescue Nobunaga from his fate while keeping his gun pointed at Sedodo. However, Nobunaga refuses Jiro's help and carries out his seppuku. In the midst of the flames, Ranmoru witnesses the death of his father and runs out of the room. Seizing upon this chance, Sedodo presses against Jiro and chases after Ranmoru with his sword drawn. In desperation, Jiro points his gun at Sedodo's back and fires. Turning into a body of energy, Sedodo vanishes into thin air.

Suddenly, a beam of light wraps around Jiro to carry him back to COI, and Ranmoru is to follow next. But as the mechanism is exploded with its rays of magnetic energy, Ranmoru is swallowed into the opening in time.

COI leaves from the midst of Honnoji's flames, carrying Jiro, Kutajima, Teko, and the other three companions. Drawing upon the last strengths of his mortally wounded body, Kutajima has saved them from the raging flames. Now, trying very hard to breathe, he approaches his time of death. He speaks, "In the forever-going history of Japan, only once does this crucial, history-moving character live in our history! And he is...Nobunaga. Only him. He was the only man who could be right to govern the country! History was there to change... I wanted to see that new history..." Jiro vows that he will accomplish the aim which Kutajima had set out for.

As Teko and the others sleep, their memory of their time travelling experience slowly disappears from their minds. Also, while travelling in their trans-time portal, they are plagued by a new crisis. COI, carrying Kutajima's deceased body, cannot be controlled by anyone else. Will they be sucked into the bottomless opening in time, or will they be flown to another period of time which they know nothing about... Another perilous fate draws closer and closer...



And...the sight of cherry blossoms appears in the midst of sunshine. Time flows like nothing had happened, and the four people are returned to the present, exactly where their journey began. As the story comes to a closing, it leaves a question to the audience: is this world really the same as the original world? Later, Teko notices the bandage which remains wrapped around her finger... the one that was wrapped by Ranmoru... because of what happened at Honnoji... Teko stares at the bandage on her finger and feels in her heart that it was something dear, something desperate. Strangely, bitter and sweet thoughts gushed out of her mind.

But, there is still no recollection of time travelling.

Author's note: Translated from the November and December issues of Newtype: The Moving Pictures Magazine. Additional information on Japanese history came from Funk and Wagnalls Encyclopedia, published in 1978.

## PRESIDENT'S MESSAGE

MAY 7, 1987

HI GANG!

HOPE YOU ALL HAD A NICE EASTER. I SURE DID. EASTER SYMBOLIZES THE BEGINNING OF NEW LIFE. ANIMATION, AS YOU ALL KNOW, ALSO IS A SYMBOL FOR NEW LIFE.

AT THIS TIME, I HAVE NOT YET BEEN ABLE TO GET A CREW BELONGING TO THE C/FO MEMBERSHIP TO TAKE ON THE OFFICIAL C/FO MAGAZINE. NONETHELESS, I'M STILL TRYING. FOR NOW, HOWEVER, A FEW INDEPENDENT OUTSIDE JAPANIMATION FANS HAVE VOLUNTEERED TO BE A TEMPORARY CREW TO DO A PROTOTYPE, TRIAL PUBLICATION AT MY EXPENSE.

I WOULD LIKE TO SEE ALL OF YOU GET THIS PUBLICATION. UNFORTUNATELY, I ONLY HAVE ENOUGH MONEY TO MAKE 50 COPIES. THE C/FO CHAPTER REPS, THE CLUB OFFICERS, AND THE C/FO OFFICERS ALL CAN EXPECT A COMPLIMENTARY COPY TO BE MADE AVAILABLE TO THEM AROUND MID JUNE. I WOULD LIKE THE CHAPTER REPS TO CIRCULATE THEIR COPY AMONG THE MEMBERS IN THEIR RESPECTIVE CHAPTERS.

ANY C/FO MEMBER WHO DESIRES A COPY FOR HIS OR HER SELF OF THIS TRIAL MAGAZINE MAY OBTAIN ONE BY MAILING A CHECK OR MONEY ORDER TO ME FOR \$2.50, MADE PAYABLE TO "MARK D. KELLER". THE DEADLINE FOR THIS ISSUE WILL BE JULY 1, 1987.

IF THIS TRIAL, EXPERIMENTAL MAGAZINE BECOMES SUCCESSFUL, PERHAPS THE C/FO BOARD MAY DECIDE TO ADOPT THE PUBLICATION AS THE OFFICIAL C/FO MAGAZINE, AND APPROVE FUNDING FROM THE TREASURY. UNLESS I CAN GET SOME FUNDING SUPPORT, I EXPECT THE SUBSCRIPTION PRICE TO BE \$10 PER YEAR.

DENNIS OWYANG, VICE PRESIDENT OF THE HAYWARD CHAPTER, WILL BE DELIVERING A PERSONAL LETTER FROM ME TO ANIMAGE MAGAZINE THIS MAY TO INVITE THE ANIMATION STAFF THERE TO HELP CONTRIBUTE THE LATEST NEWS ON HOT ANIMATION PROJECTS FOR THE TRIAL SUBSCRIPTION MAGAZINE. IN ADDITION, HE PROBABLY WILL DELIVER A LETTER FROM ROBIN SCHINDLER OF LADERA TRAVEL SERVICE ASKING ANIMAGE TO HELP SPONSOR THE 1988 C/FO DAICON TOUR. ACCORDING TO ROBIN, THE TOUR WILL BE LIMITED TO 45 PEOPLE ON A FIRST-COME-FIRST-SERVED BASIS. THE 1986 TOUR CLEARLY WAS A WONDERFUL EXPERIENCE (WITH LOTS OF CHERISHED ANIMATION ACQUISITIONS), AND THE PARTICIPANTS IN THAT TOUR STILL TELL EXCITING TALES ABOUT THEIR FABULOUS ADVENTURE.

THE C/FO HAD EXPERIENCED SOME DIFFICULTIES THE LAST FEW YEARS. HOWEVER, WE SHOULD NOT LET THIS DAMPEN OUR ENTHUSIASM FOR JAPANESE ANIMATION. IF WE UNITE TO WORK TOGETHER PATIENTLY AND UNDERSTANDINGLY AS A TEAM, AND IF WE CONTINUE TO HOLD FIRMLY TO A POSITIVE SPIRIT, WE CAN MAKE THE C/FO A TRULY ADMIRABLE ORGANIZATION THAT WORKS.

WITH THE SUMMER AT HAND--WHICH MEANS A FLOOD OF NEW ANIMES AND FAN CONVENTIONS--WE WILL DEFINITELY HAVE MANY OPPORTUNITIES TO RECRUIT MANY DEVOTED FOLLOWERS TO OUR MEMBERSHIP. LET US ALL WORK TOGETHER TO PROMOTE A HIGH IMAGE AND DESERVED RESPECT FOR JAPANESE ANIMATION, AND TO MAKE OUR CAUSE A REALLY CONFIDENT AND WORTHWHILE ONE. LET EVERY ONE KNOW THAT THE C/FO HAS TURNED OVER A NEW LEAF, AND WILL BE MAKING A BRIGHT NEW START. IN THE SAME WAY THAT THE PEOPLE OF INFANT ISLAND CHANTED THEIR ODES OF FAITH TO APPEAL TO MOTHRA TO SAVE THE EARTH, LET US TOO CHANT OUR SONG OF FAITH TOGETHER WITH CONFIDENCE, AND CALL UPON THE GODS OF ANIMATION TO BLESS US WITH THE SPIRIT OF EVERLASTING JOY AND UNIVERSAL FRIENDSHIP.

SINCERELY,

MARK D. KELLER  
C/FO PRESIDENT

# SCIENCE FICTION CHRONICLE

THE MONTHLY SF AND FANTASY NEWSMAGAZINE

50 s.f. chronicle/june 1987

## Fandom

### Fan Newsnotes

The LA chapter of the Cartoon/Fantasy Organization elected Stephen Paschke Pres, Jeff Roody VP, Fred Patten Sec, John Martinez Treas, Richard Reichman Programmer and Randy Arnold Representative. The new officers serve through the end of 1987. The C/FO is a nationwide society dedicated to animated films and TV shows... DUFF winner Lucy Huntzinger's friends held a surprise party a week before her departure for Aus-

S.F. CHRONICLE is interested in receiving news about the C/FO and about any of its chapters. Please send news to SCIENCE FICTION CHRONICLE, P. O. Box 4175, New York City NY 10163-4175. (Subscriptions: 1 year, \$23.40, 2 years \$44.40, U.S.; 1 year, \$26.40, 2 years \$50.40, Canada.)



CEL, the 24-page, bi-monthly fanzine of the C/FO-Inland Empire. \$20.00 for six issues. Make cheques and money orders payable to Dean Lee Norton at 8915 Delano Drive, Riverside, CA 92503. Please send submissions of art to Norton, and written material (articles, letters, etc.), to Mark A. Hodges, 3282 Mary St., Riverside, CA 92506.



# Cartoon/Fantasy Organization

## MEMBERSHIP APPLICATION

Please PRINT or TYPE NEATLY and CLEARLY.  
Return this form to the following address:

CARTOON/FANTASY ORGANIZATION  
Attn: Membership Secretary  
401 South La Brea Ave.  
Inglewood, CA 90301

APPLICATION USAGE (Please check all that apply)

- ☐ New membership (\$12.50 dues/year)  
☐ Change of address/phone number  
☐ Change interests or other non-address information  
☐ Membership renewal (\$12.50 dues/year)

Name: \_\_\_\_\_ Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Province: \_\_\_\_\_ Postal (Zip) Code: \_\_\_\_\_ Country: \_\_\_\_\_

Phone Number: Area Code: \_\_\_\_\_ Number: \_\_\_\_\_ Sex: \_\_\_\_\_ \* Age: \_\_\_\_\_ \* (\* = Optional)

☐ CHECK HERE IF YOU DO NOT WANT YOUR PHONE NUMBER LISTED IN THE CLUB DIRECTORY

Favorite Anime Series/Features: 1) \_\_\_\_\_ 3) \_\_\_\_\_ 5) \_\_\_\_\_

2) \_\_\_\_\_ 4) \_\_\_\_\_ 6) \_\_\_\_\_

Do you want to correspond with other members with similar interests? YES NO

What local C/FO chapters are you a participant/member of and what offices (if any) do you hold therein?

Chapter name/city

Office(s) held

\_\_\_\_\_  
(primary) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**Cartoon/Fantasy  
Organization**

401 South La Brea Ave.  
Inglewood, CA 90301

If you collect animation videotapes and you wish to trade, please circle your VCR format(s): VHS Beta 8mm

Other (non-anime) SF/F interests: 1) \_\_\_\_\_ 3) \_\_\_\_\_ 5) \_\_\_\_\_

2) \_\_\_\_\_ 4) \_\_\_\_\_ 6) \_\_\_\_\_

Circle any that apply: WRITER ARTIST TRANSLATOR MODELER GAMER OTHER: \_\_\_\_\_

OTHER: \_\_\_\_\_

DEALER INFORMATION: If you are a mail-order dealer in anime-related items, please include the following information:

Please list what types of anime-related merchandise you sell:

Do you give a discount to C/FO members? Yes No If yes, please give discount rate: \_\_\_\_\_

Business Name: \_\_\_\_\_ Business Address: \_\_\_\_\_

FANZINE/APA INFORMATION: If you produce/edit/collate a NOT-FOR-PROFIT anime-related fanzine, newsletter, or similar publication and wish to have it added to the lists printed in various C/FO publications, please include the following information:

Publication Title: \_\_\_\_\_ Publication Frequency: \_\_\_\_\_

Publication Type: APA Fanzine/Newsletter Other: \_\_\_\_\_ Print Method: \_\_\_\_\_ Size: \_\_\_\_\_

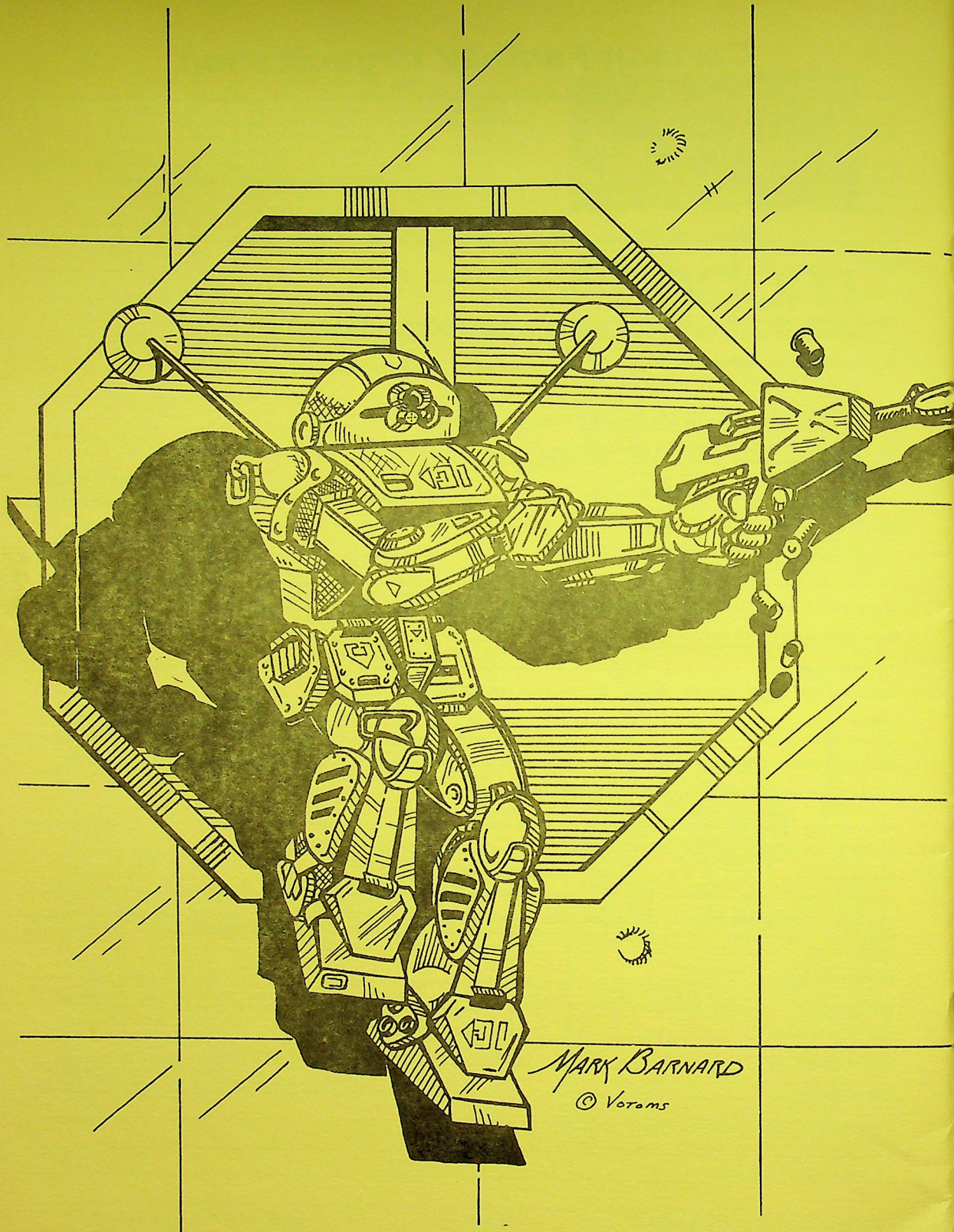
Subscription Price: \$ \_\_\_\_\_ per \_\_\_\_\_ Sample Copy Price: \$ \_\_\_\_\_

Main Subjects: \_\_\_\_\_

Special Notes: \_\_\_\_\_

Editorial Name & Address: \_\_\_\_\_







Update to CEL announcement in NEW C/FO BULLETIN, April - June 1987 issue, page 22:

CEL co-editor Mark Hodges was hit and killed by an automobile on June 4th. Please send all CEL correspondence to Dean Norton until further notice. The next issue of CEL will be a memorial to Mark Hodges.